herd

A SLIDING, JUMPING & STACKING PUZZLE ADVENTURE

1 PLAYER ■ FOR AGES 12-∞ ■ 1-20 MIN PER PUZZLE

Guide the Grey Family home through more than 65 hand-crafted puzzles.

From the creator of the acclaimed puzzle games **LOK**, **Abdec** and **All Is Bomb**, **Herd** is **Blaž Urban Gracar**'s latest exploration of the physical puzzle possibilities – in the form of **6 playing pieces** and a **fully illustrated book**, rich with tactile puzzles, secrets and insights.

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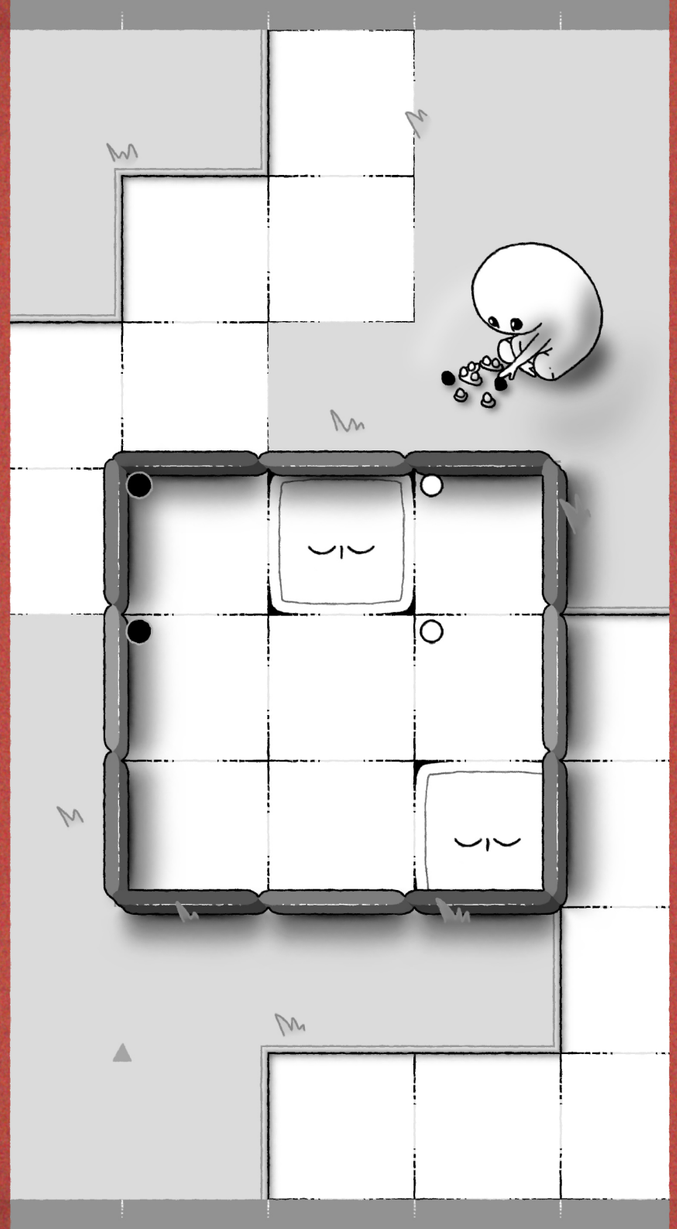
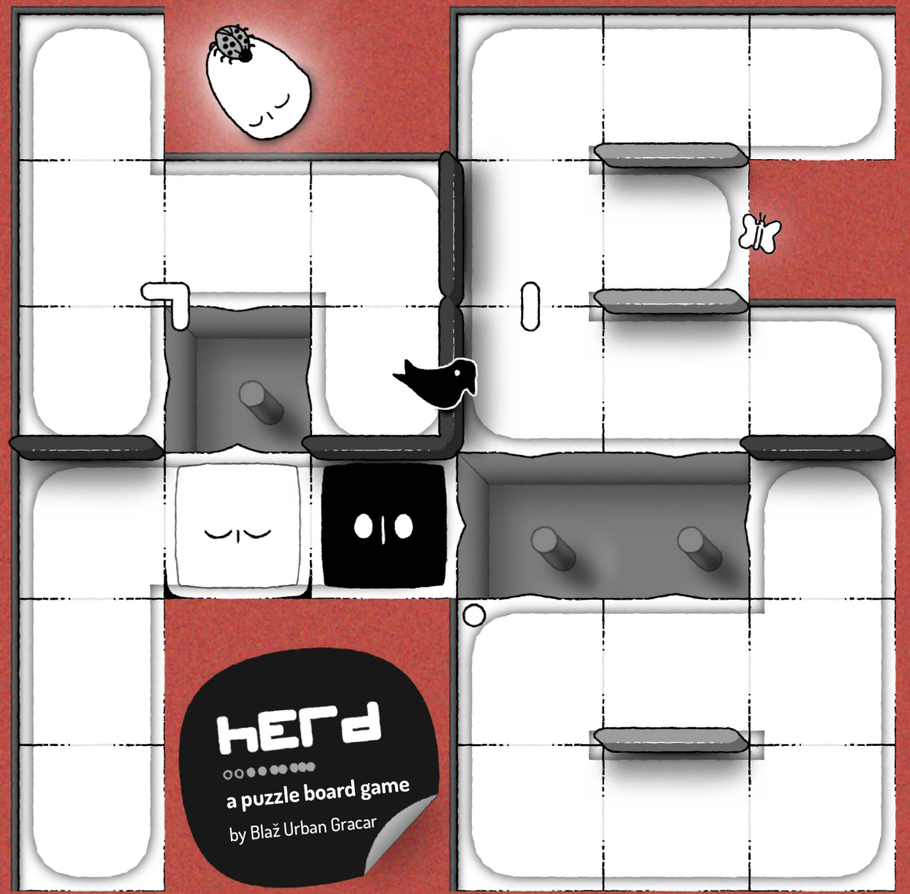
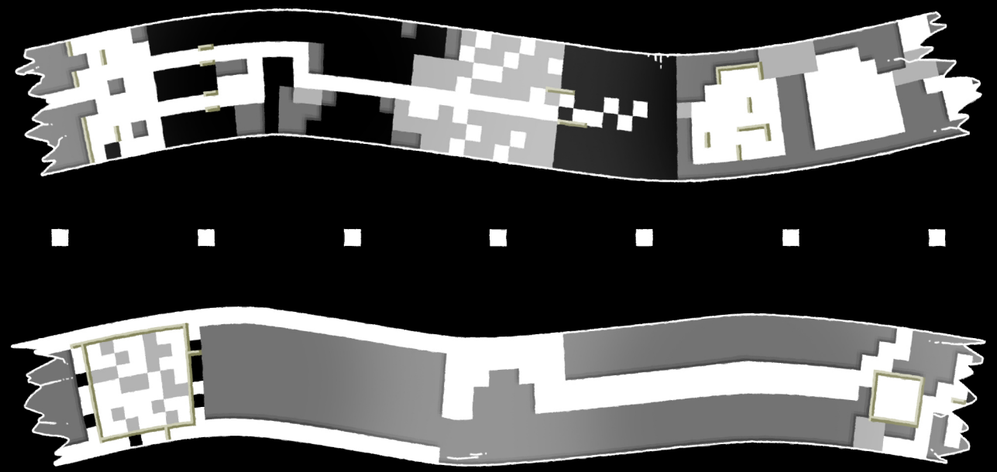
LETi BUS

Letibus Design 2025





... you can't go back



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LOL

LETi BUS PRESENTS

herd

a sliding, jumping & stacking puzzle adventure

VERSION 1.1.1

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Big thanks to the following people for their feedback, companionship and other help
Nataša Vodopivec, Jani Gracar, Neva Furlan, Patrick Traynor, Daniel Linssen, Lennart Bours, Omega, Pastimeshark, Andrea Gilbert, Ambie Valdés, Boris Jurc, Gregor Gruden, Ben Taylor, Teal Wickard, Martin Ender, Ferran Ruiz Sala, Jeremy Hoffman, Icely, Fabian Liebehenz, Francesco Zani, Number Basher, Rodrigo Gallegos Anda, Henry Kossow, Timothy Burget, Owen Goss, Hafiz Azman

Made with Adobe Photoshop, Microsoft Word
Fonts: Dosis, Herdtexts
Manufactured by Graphtech, Eastar Game Manufacturing
blazgracar.com/herd

Published by Letibus Design © 2025

LETi BUS

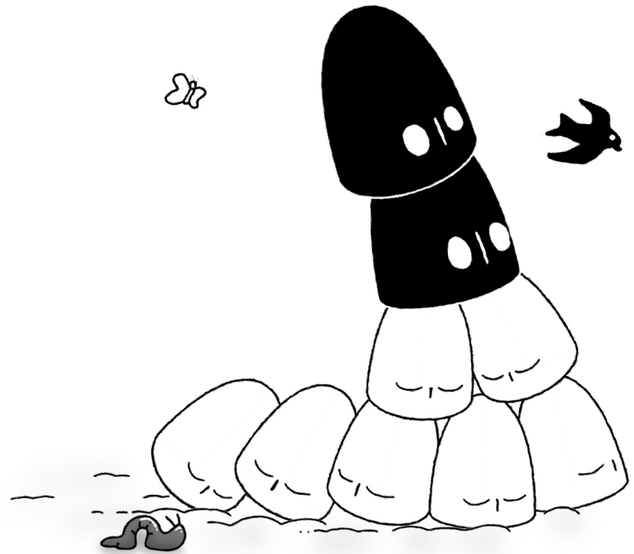
CIP - Kataložni zapis o publikaciji
Narodna in univerzitetna knjižnica, Ljubljana

793.7

GRACAR, Blaž
Herd : a sliding, jumping & stacking : puzzle adventure / created by Blaž Urban Gracar. - Version 1.0.0. - Ljubljana : Letibus Design, 2025

ISBN 978-961-95853-3-7
COBISS.SI-ID 216282883

herd

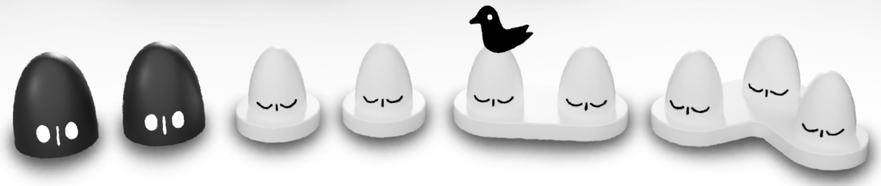


A puzzle board game by Blaž Urban Gracar

Under monochrome sun,
among bumps and stones;
Spawned from beyond,
the Grey Family roams.

A lost herd of creatures
united on a trip;
Some are called Shepherds,
some are called Sheep.

Whispers in their sleep
promising a home;
One dedicated tile
they can call their own.



HERD is a **puzzle board game** for **one player**. It comes with **6** playing pieces: 2 black Shepherds, 2 white Sheep, 1 double Herd, 1 triple Herd.

You solve puzzles by **sliding**, **jumping** and **stacking** the pieces on grids printed in the book. A **plastic sheet** is also included: you can use it to take notes.

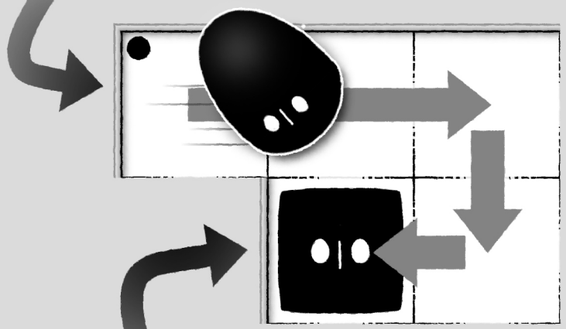
When you feel comfortable, continue to **Chapter I** (of two). You can check the **table of contents**, **solutions** and the **rules reference** at the end of the book. Always remember: the point of **Herd** is to witness beautiful movement.

chapter I

SET UP

Set up a puzzle by placing the correct pieces onto the grid, as shown by placement markings in the corners of the tiles.

● Black pieces are known as *Shepherds*.

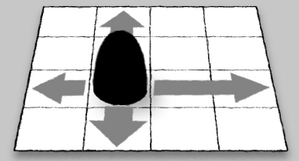


GOAL

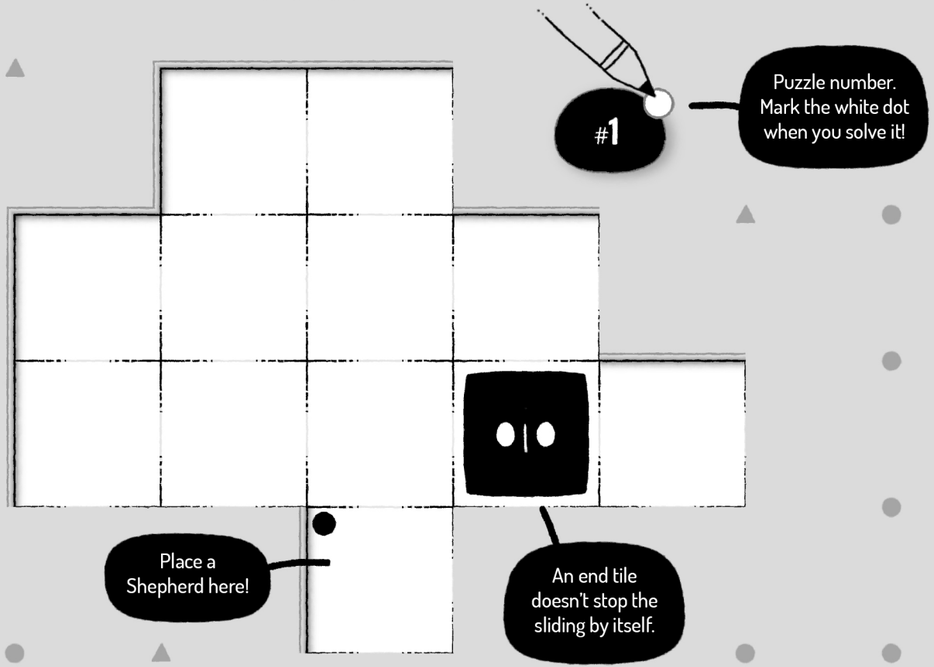
Your goal is to end the puzzle with each end tile occupied by the piece depicted on it.

SLIDING

A Shepherd slides in cardinal directions. It can't stop sliding or change direction until it hits the edge of the grid or another piece occupying the next tile.



Solve your first puzzle!



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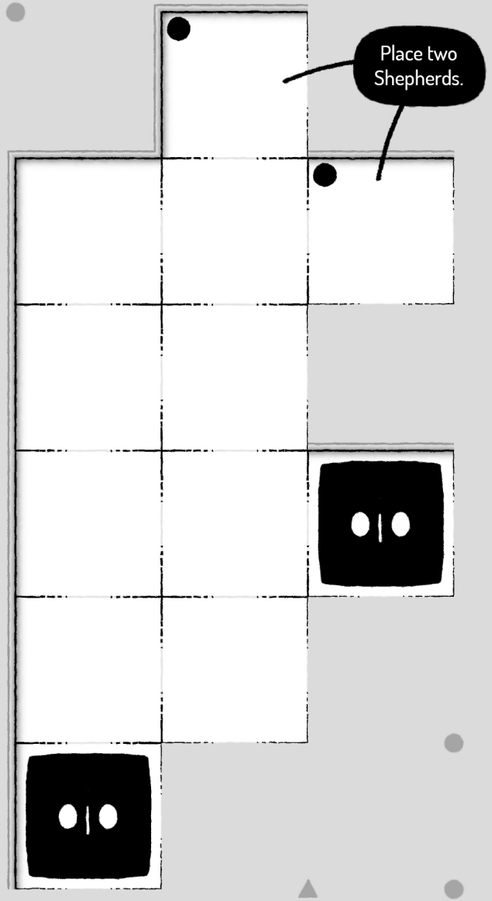
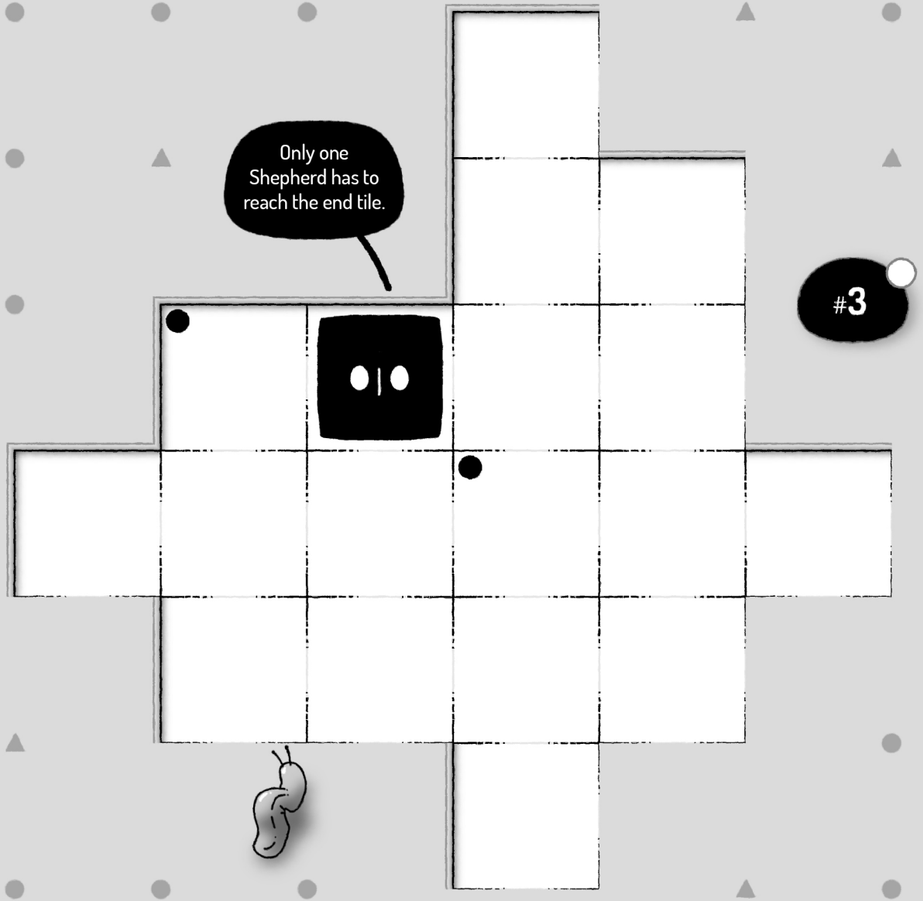
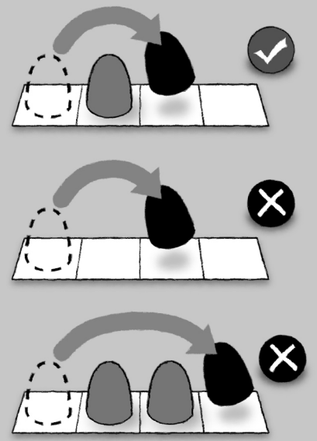

Place two
Shepherds.

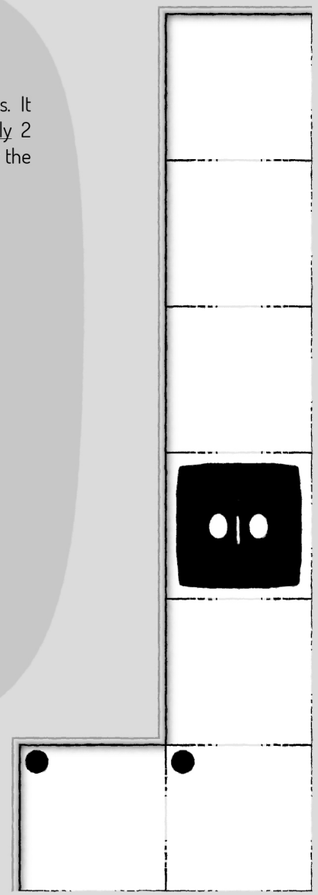
#3


Only one
Shepherd has to
reach the end tile.

JUMPING

A Shepherd can also jump in cardinal directions. It always jumps over another piece and for exactly 2 spaces. It can't jump over unoccupied tiles or over the edge of the grid.





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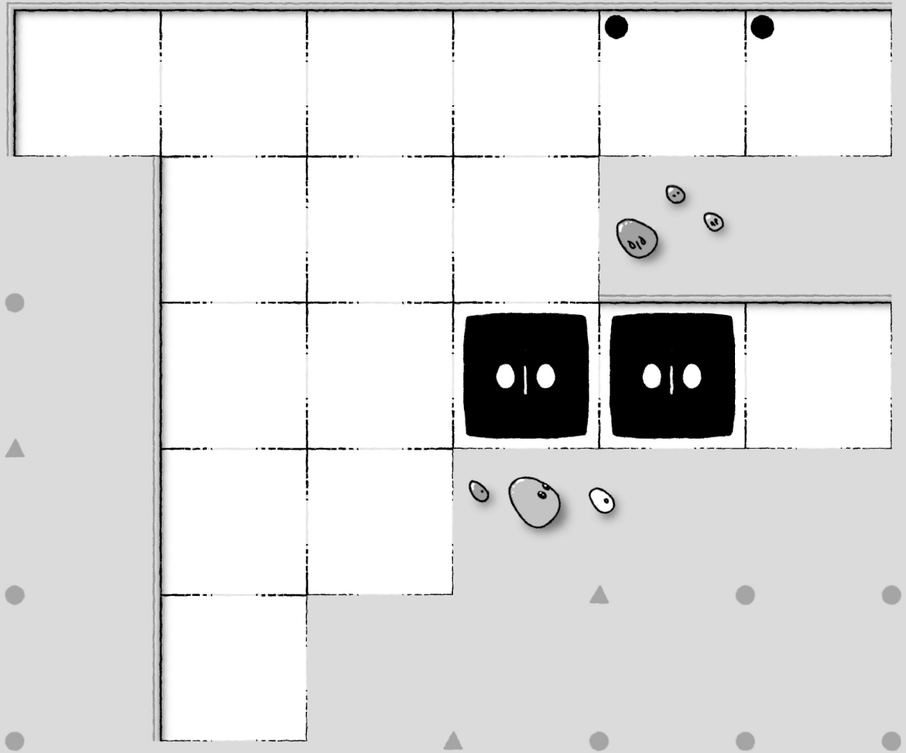
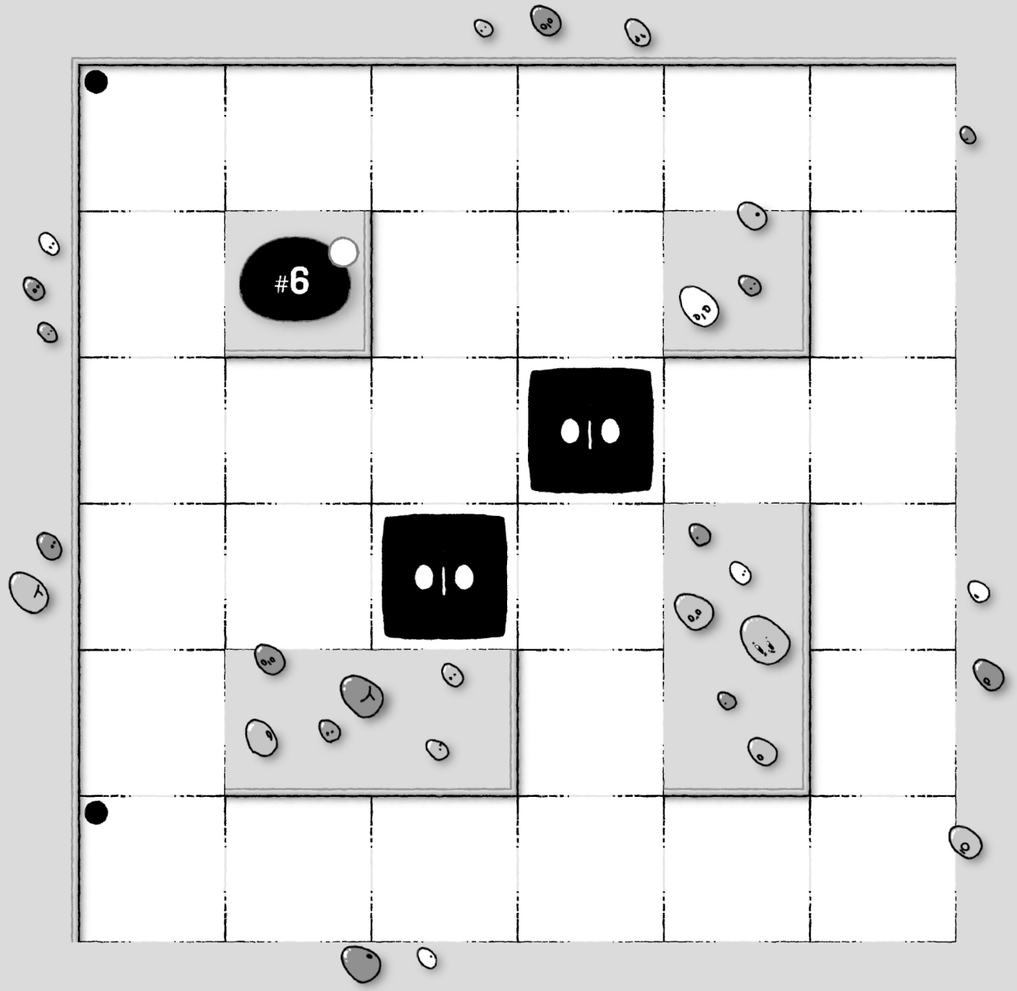
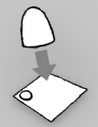




SHEEP

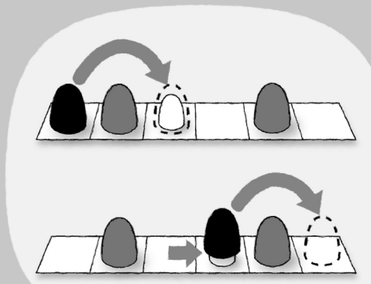


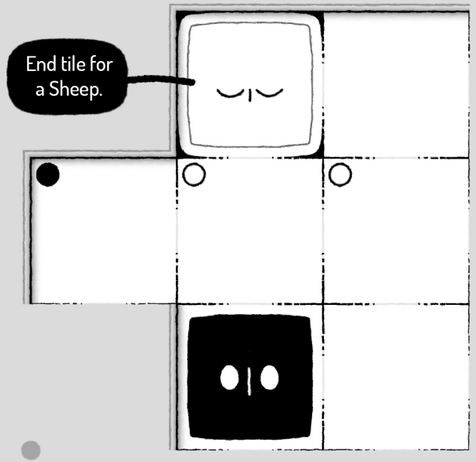
Single white pieces are known as *Sheep*. Sheep can't be moved on their own! But they can be jumped over or stacked upon.

STACKING

If a Shepherd jumps on another piece, it stacks on it. The other piece stays under the Shepherd and slides with it. When the Shepherd jumps the next time, it unstacks and leaves the other piece behind.

A Shepherd can also jump over stacks.



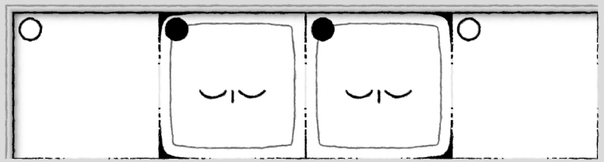


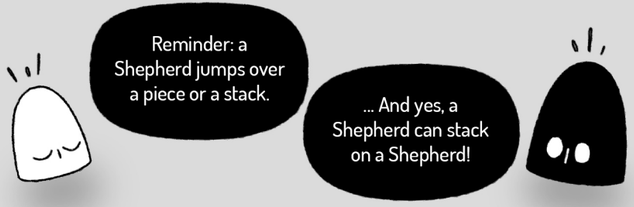
#7

END TILES

You must end the puzzle with each end tile occupied solely with the piece depicted on it. If pieces are stacked on an end tile, the puzzle isn't solved.

#8





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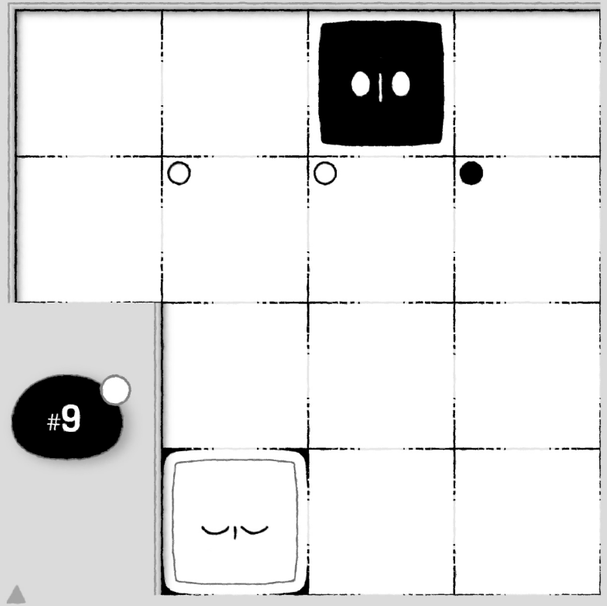
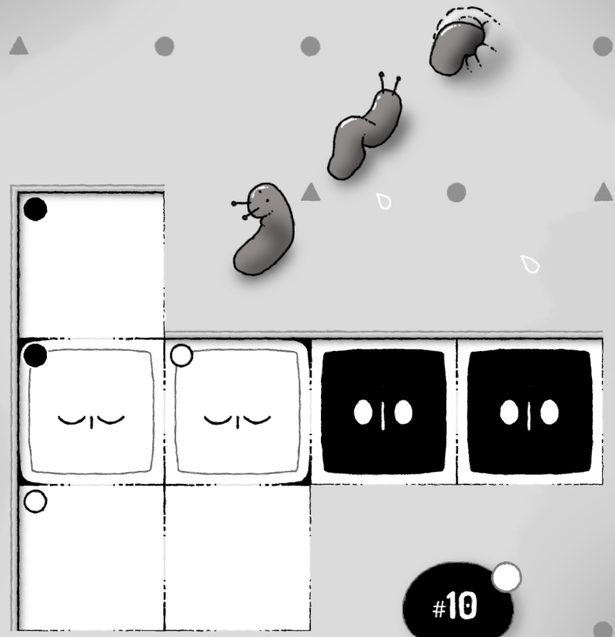
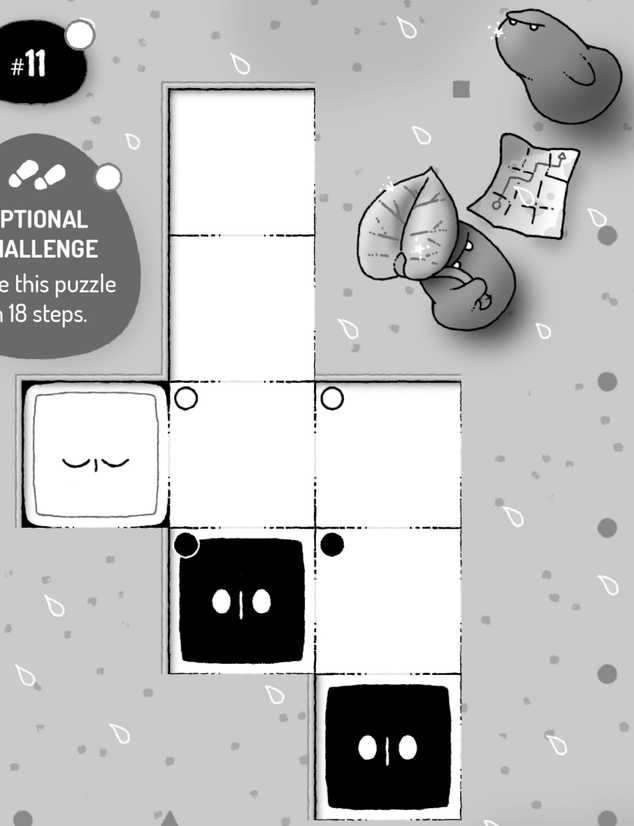


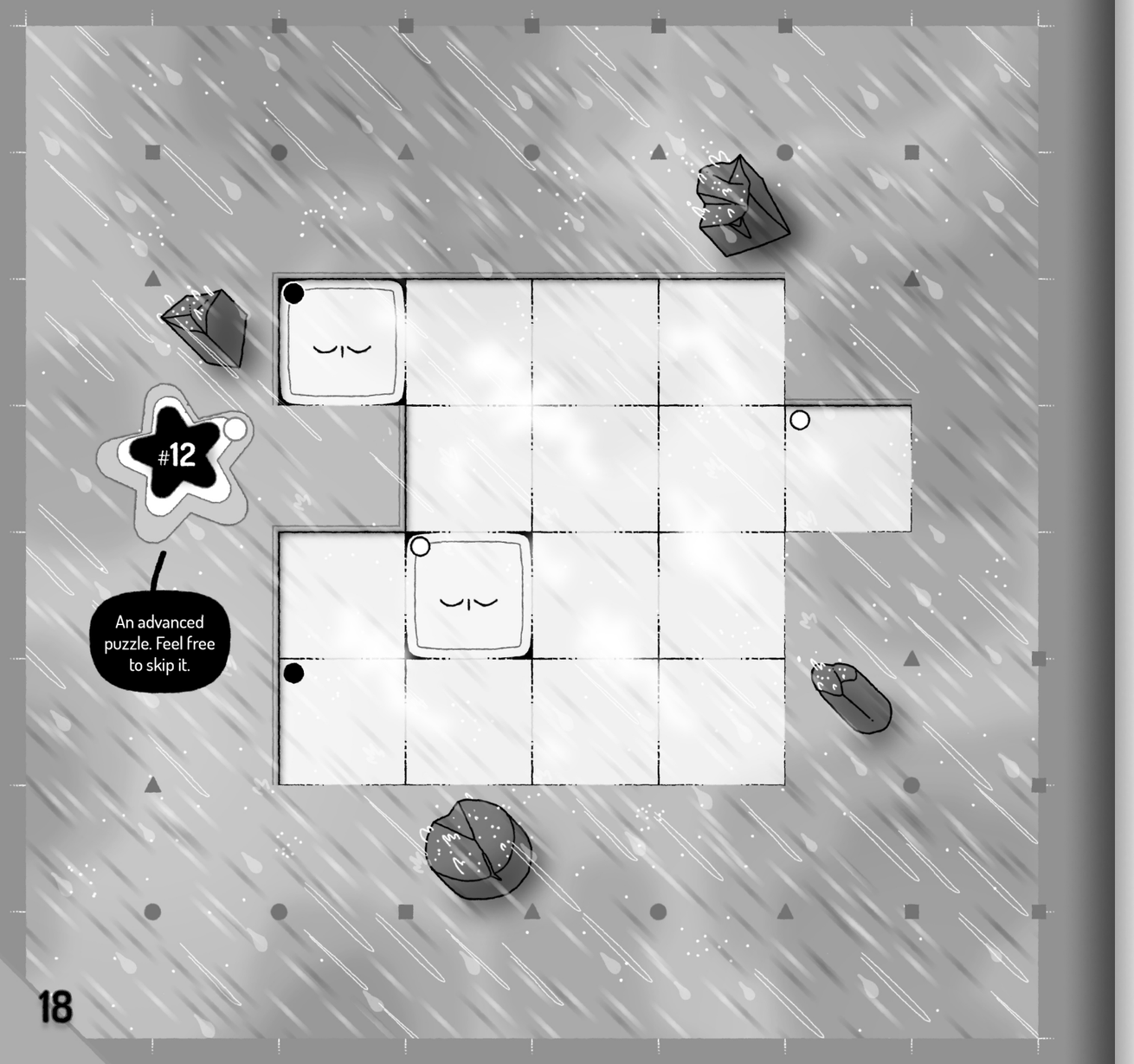


#10

#11

OPTIONAL CHALLENGE
Solve this puzzle in 18 steps.

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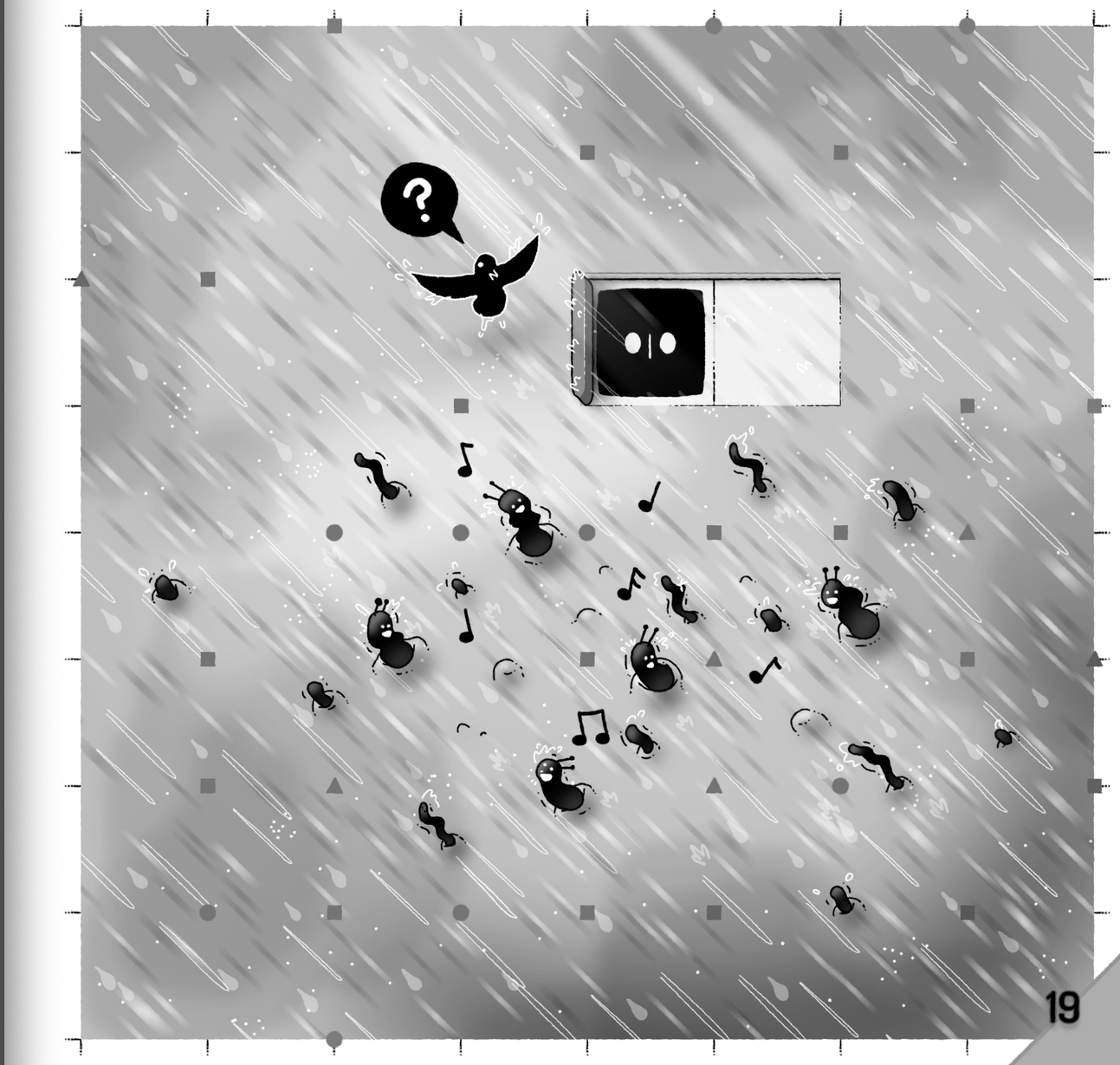
An advanced puzzle. Feel free to skip it.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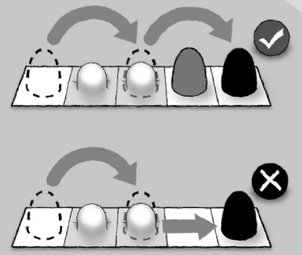
BUMPS

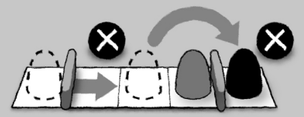
Bumps act as any other piece – they can be jumped over or stacked upon. But they can't be moved, so a Shepherd can't slide with a bump stacked under it.

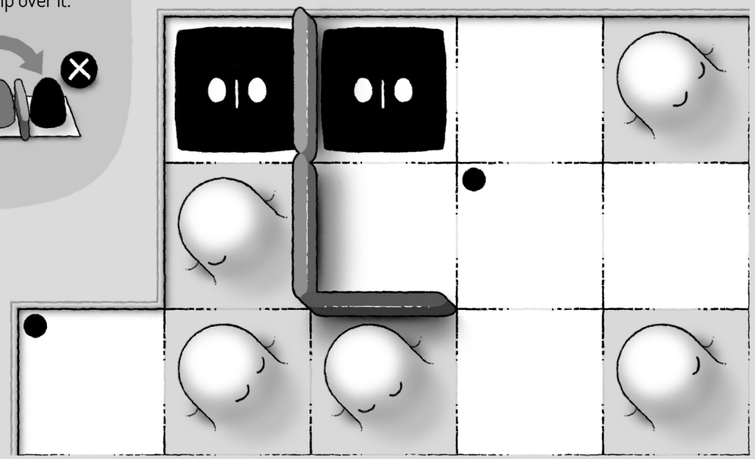


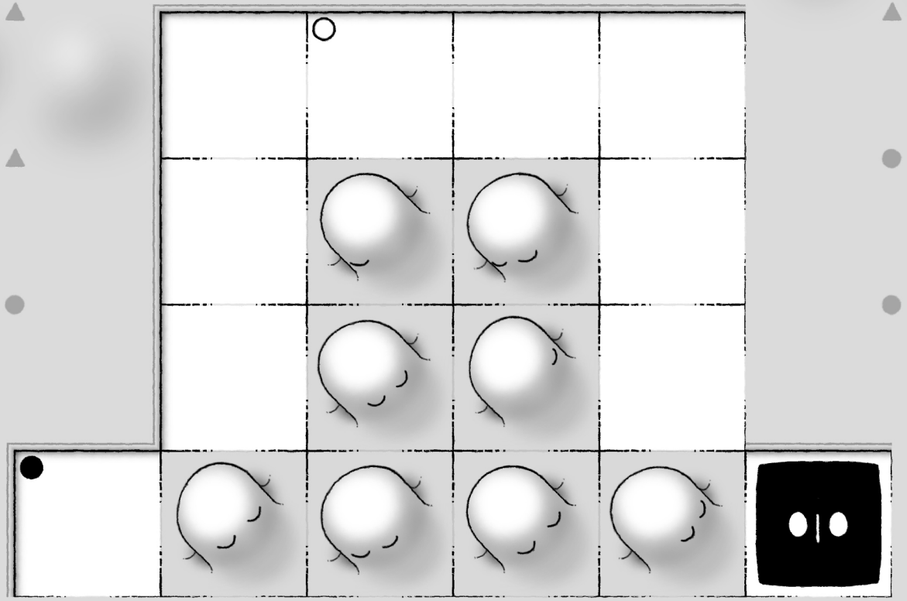
#13

WALLS

Walls are impassable. A Shepherd can't slide through a wall or jump over it.







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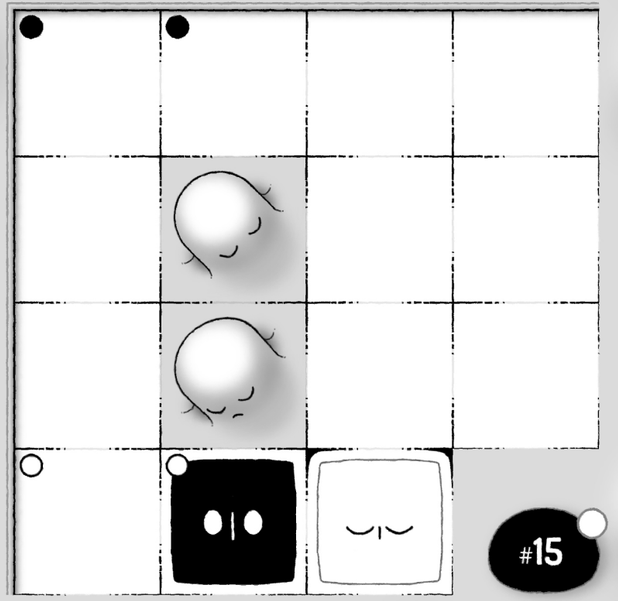
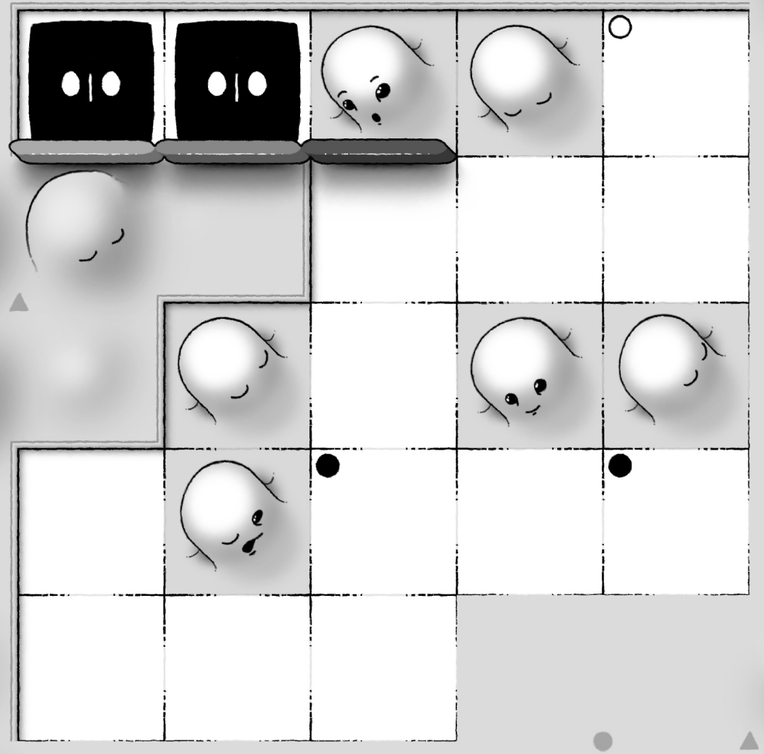


#15

#16

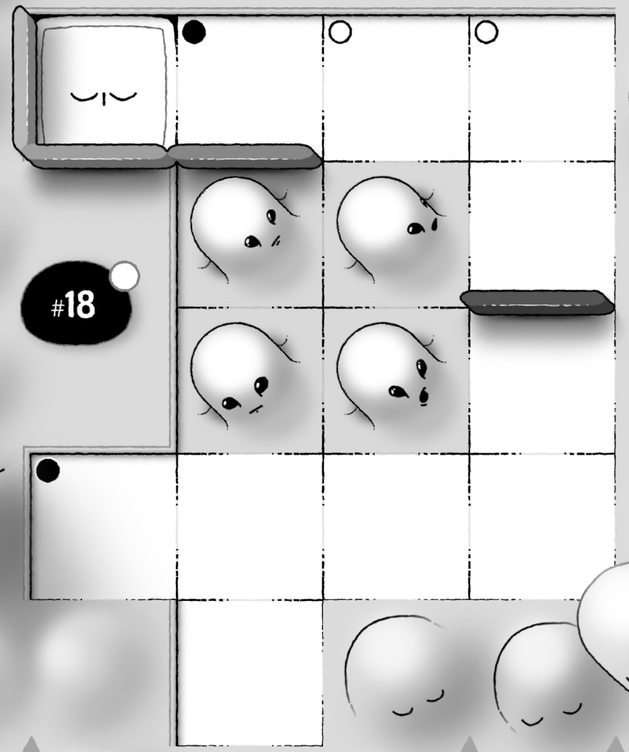
Remember: to get off a bump, a Shepherd must jump over another piece, bump or a stack!

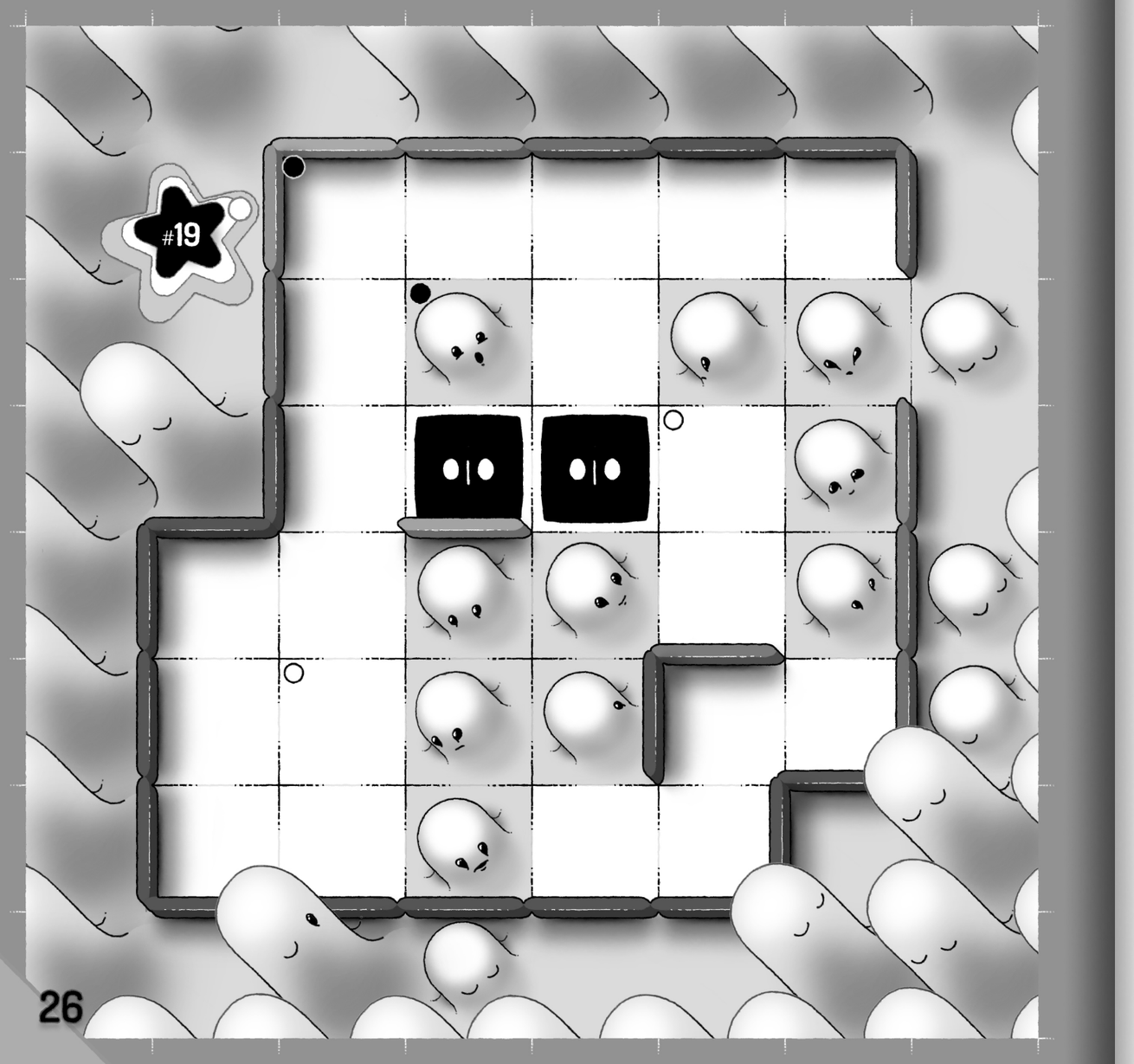
#17



There can be more than 2 pieces in a stack!

#18

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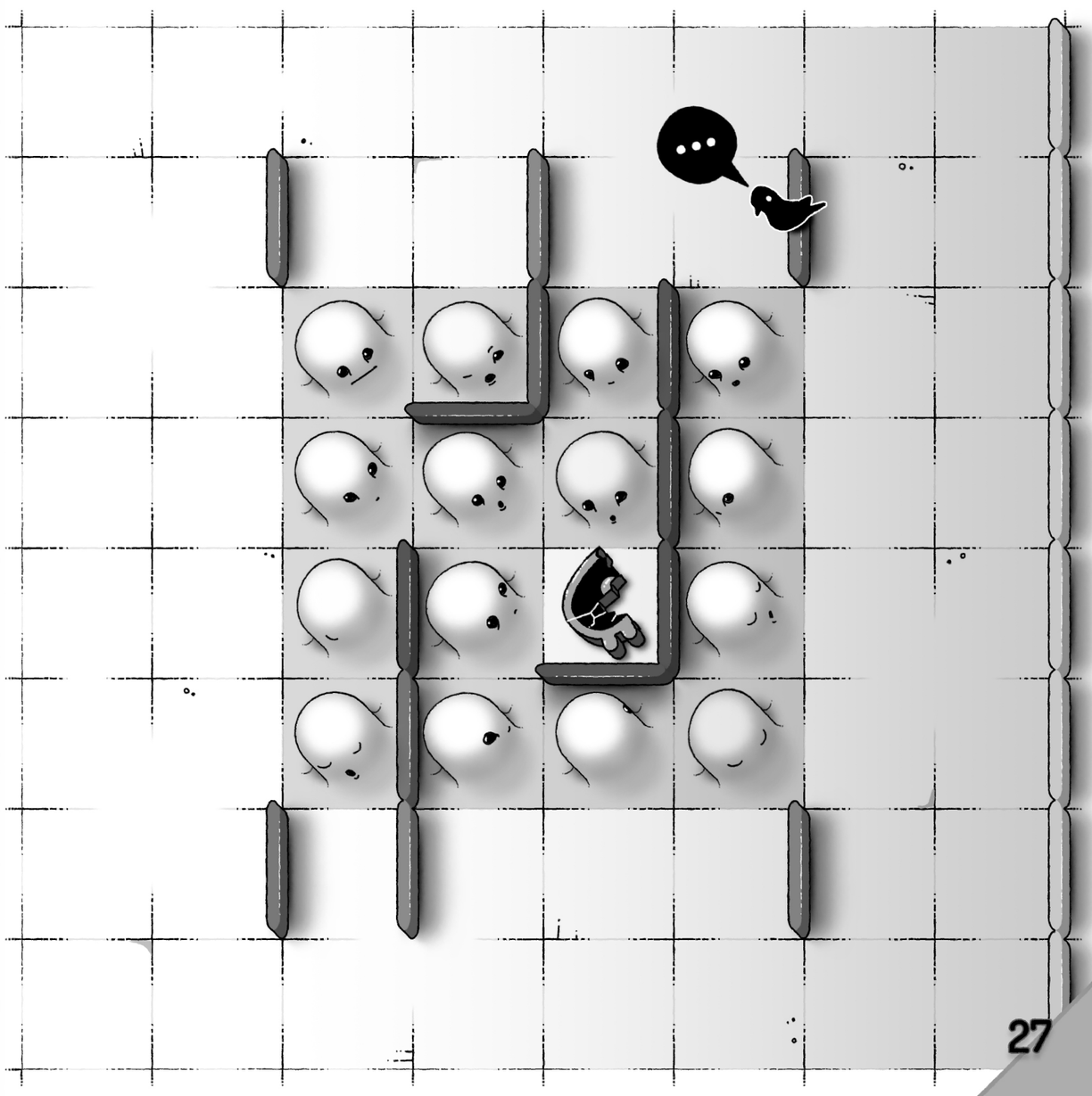
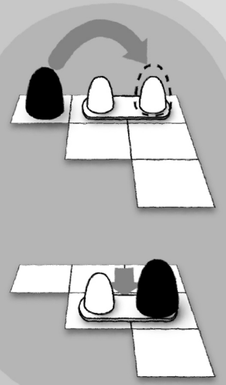


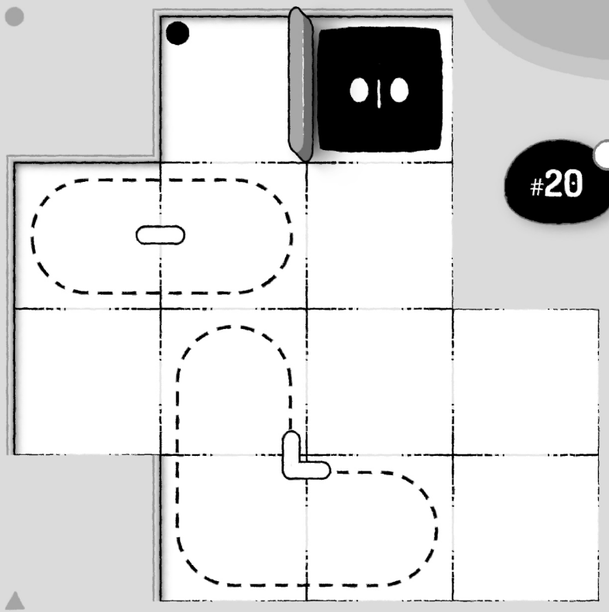
HERDS

Sheep can also be part of a *Herd*. A Herd is a piece of 2 or 3 connected Sheep.

A Shepherd can jump over or stack upon each Sheep of a Herd separately.

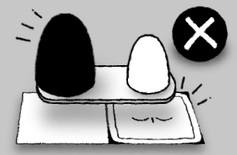
If a Shepherd stacks upon a Herd, the shape of this Herd dictates how they can slide together. A Herd can't be rotated during solving!





#20

A Herd can cover an end tile to solve the puzzle, but only if no Sheep in this Herd is stacked upon.



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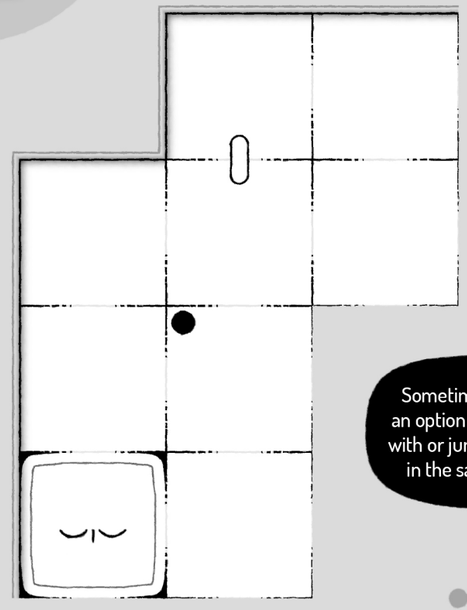
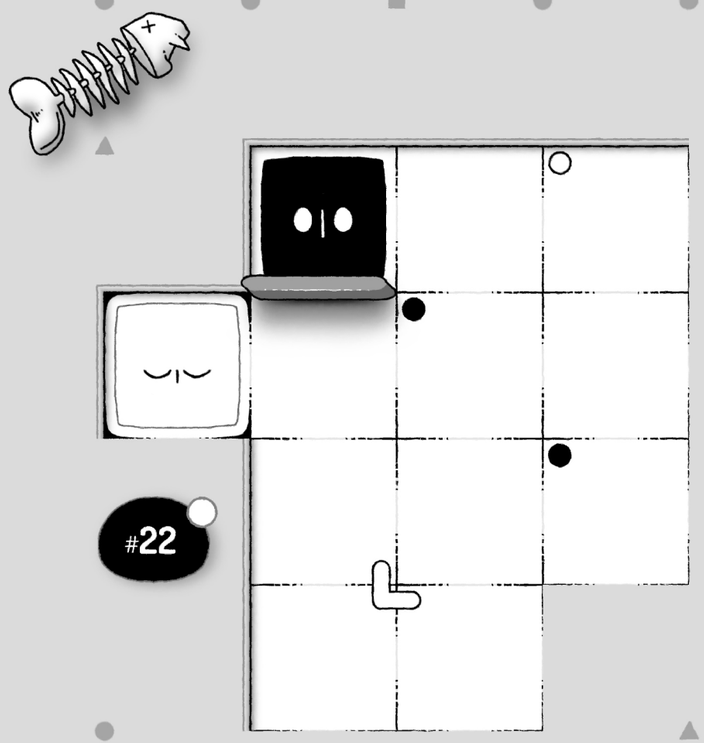


Sometimes, you'll have an option of either sliding with or jumping off a Herd in the same direction!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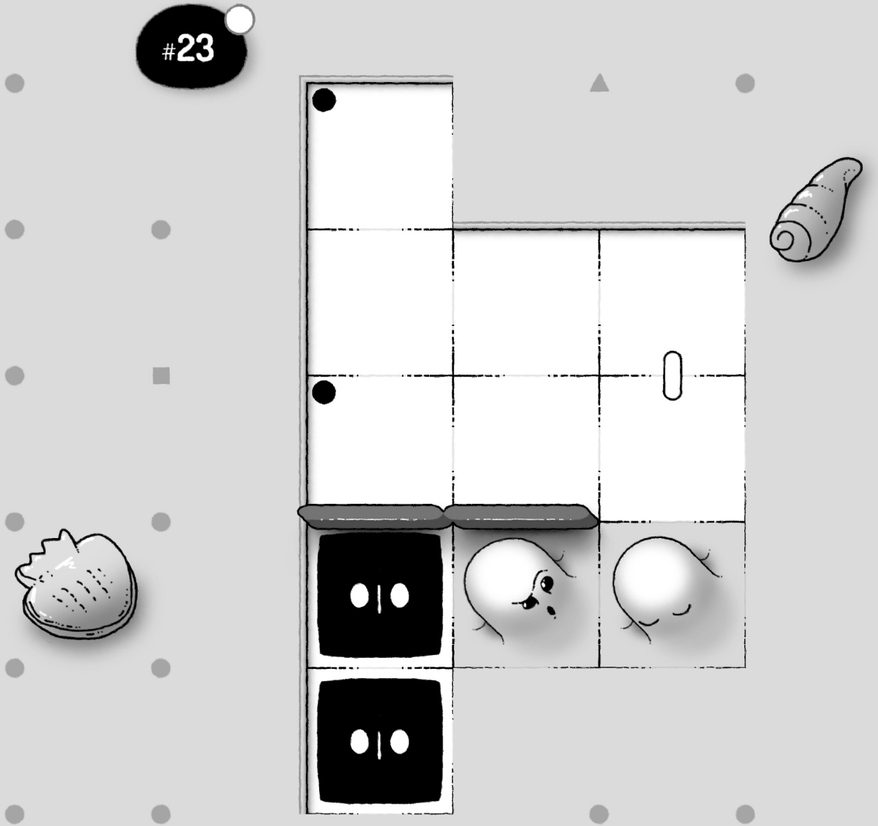
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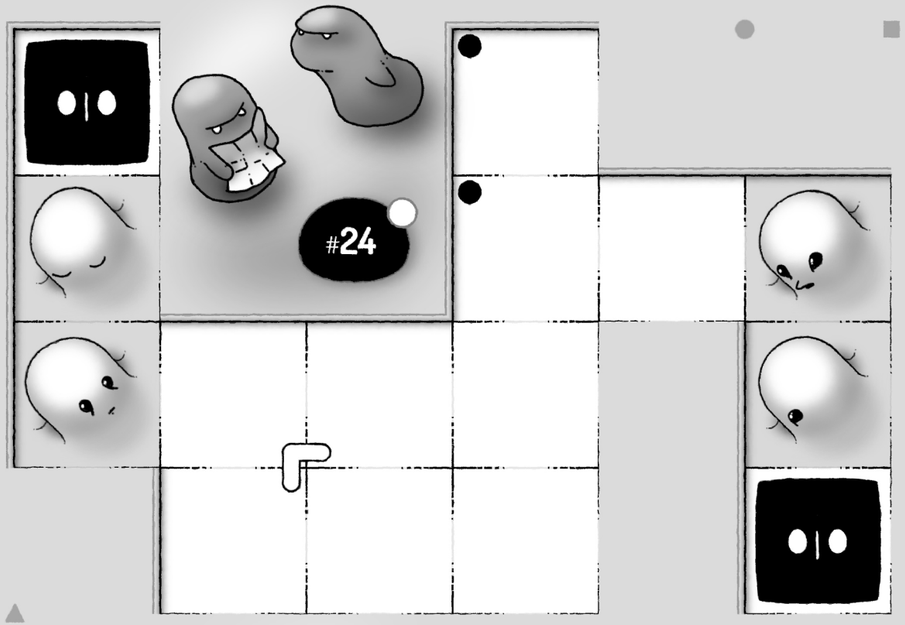
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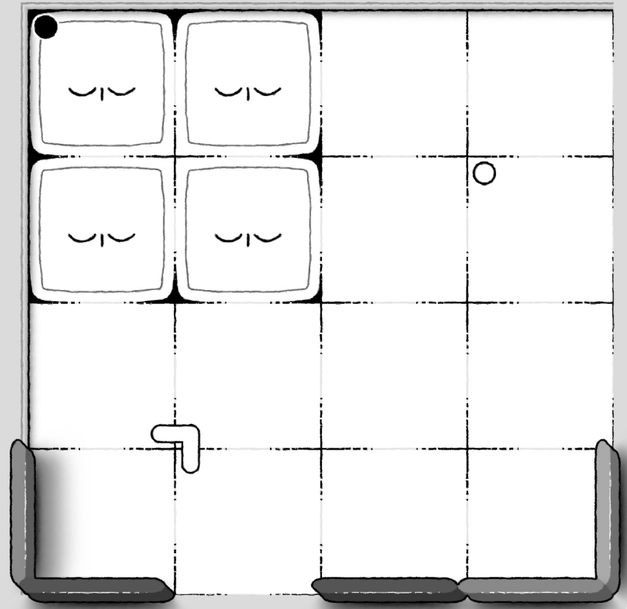

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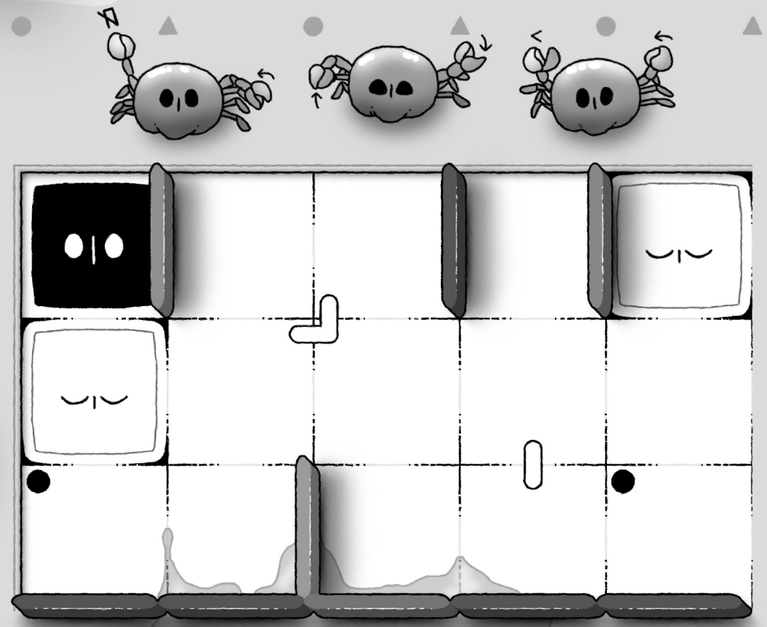
#26

OPTIONAL CHALLENGE
Solve this puzzle in 18 steps.



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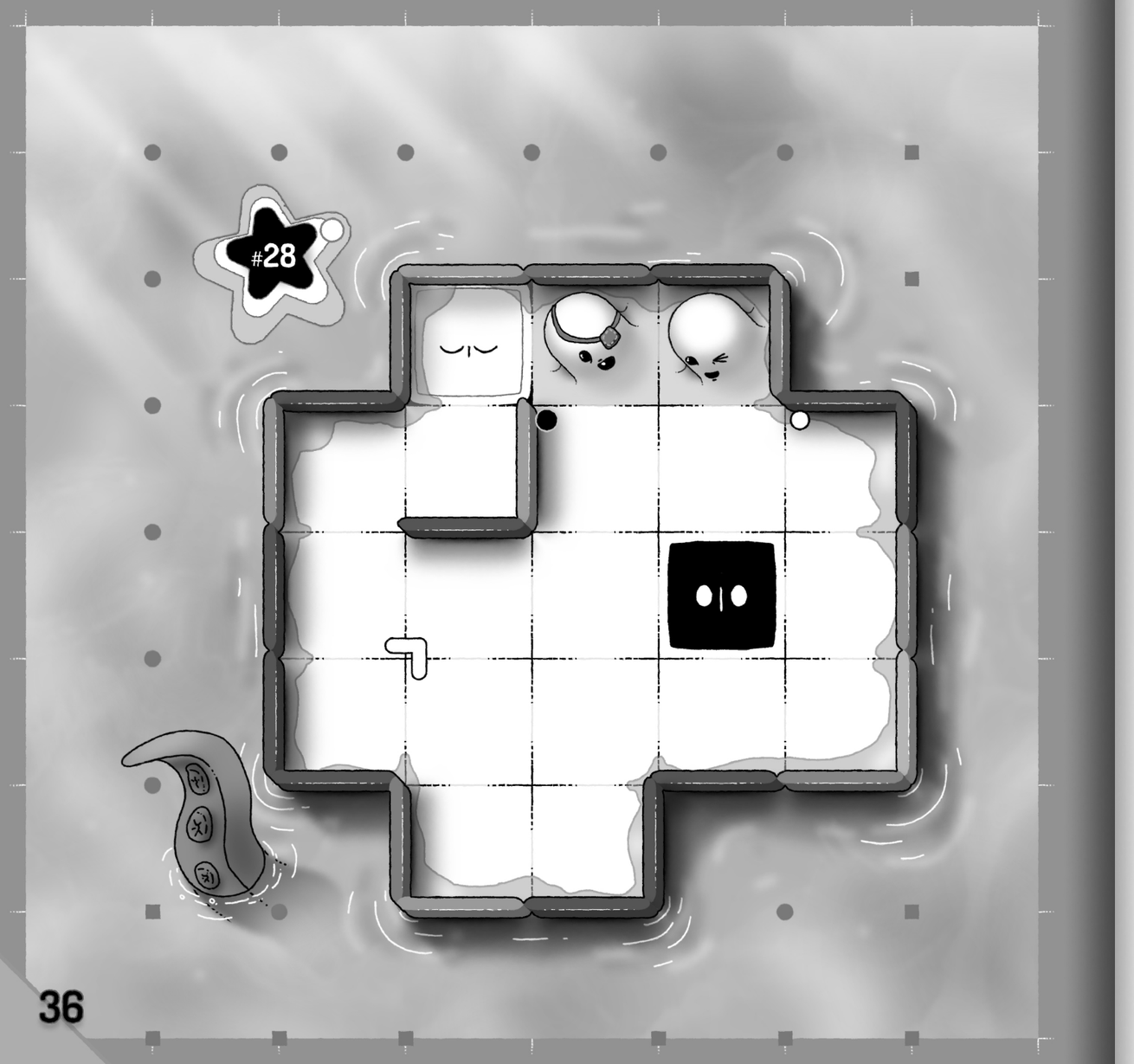
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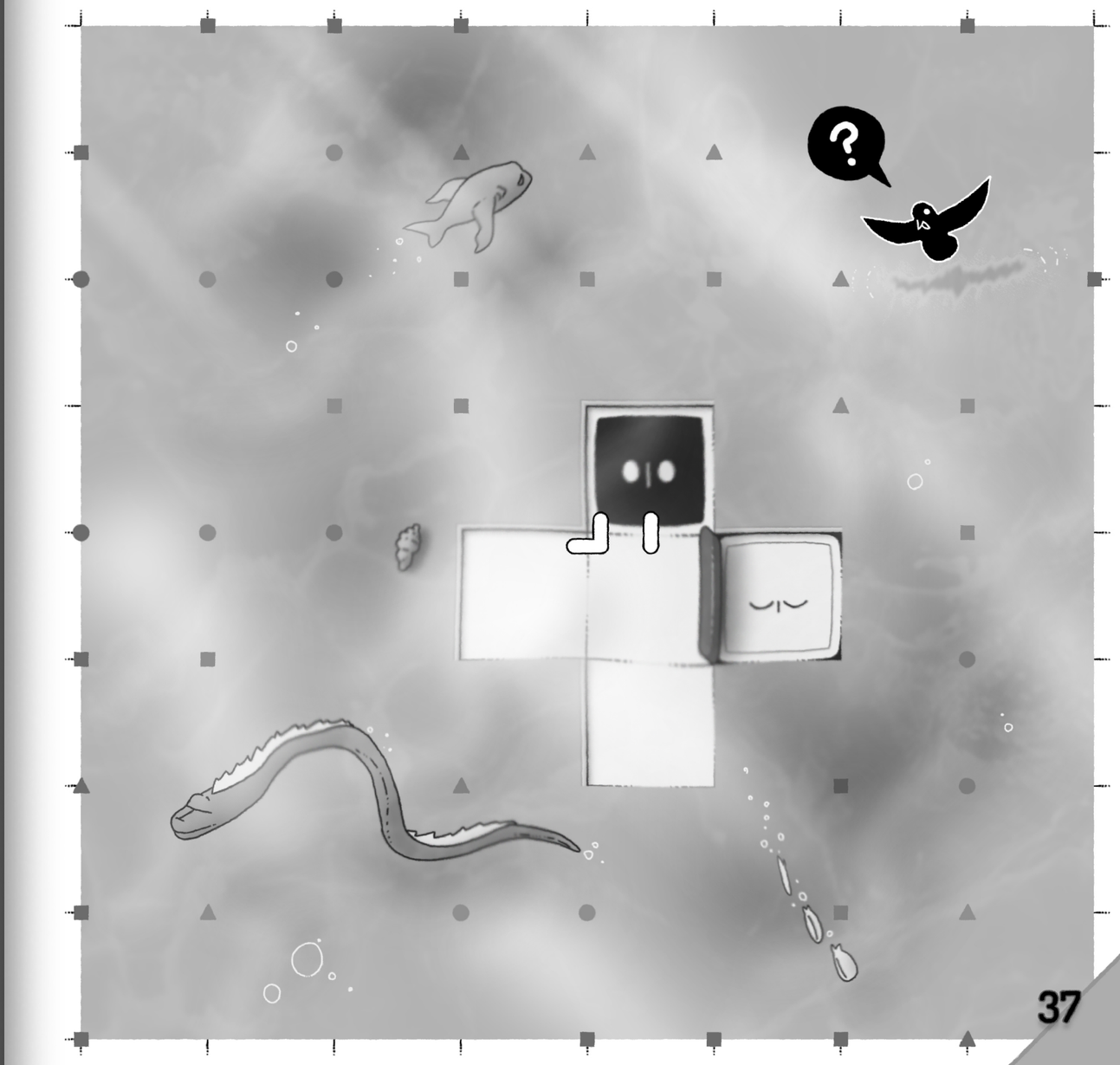
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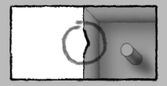
HOLES

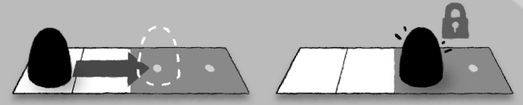
Holes are special tiles. Pieces get stuck in them.

Hole borders don't present obstacles and don't stop movement - pieces slide or jump over borders freely.

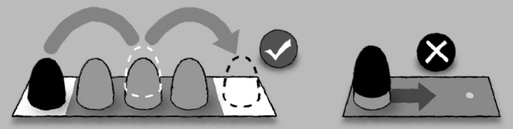


Let the notches remind you of this!

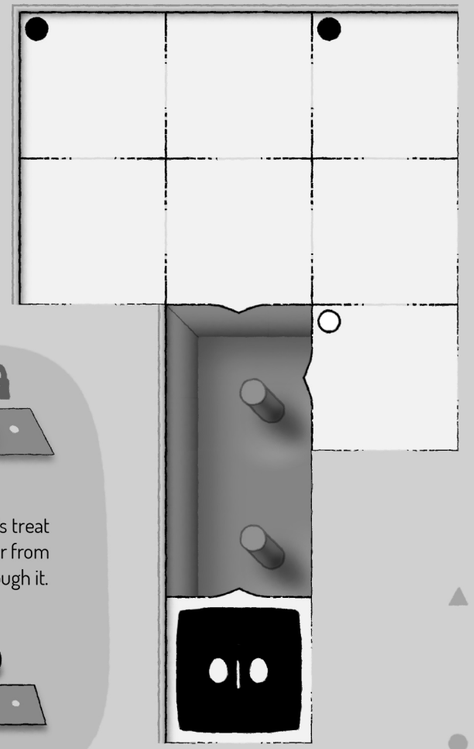
But when a piece fully enters a hole tile, it immediately becomes stuck. It stops and becomes permanently immovable.



Only the piece directly touching a hole is stuck! Shepherds treat the stuck piece as a bump - they can jump over it, onto it or from it. They can't slide while stacked on it. They can't slide through it.

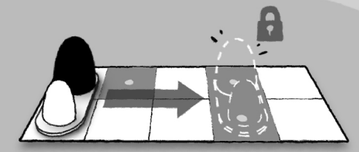


#29

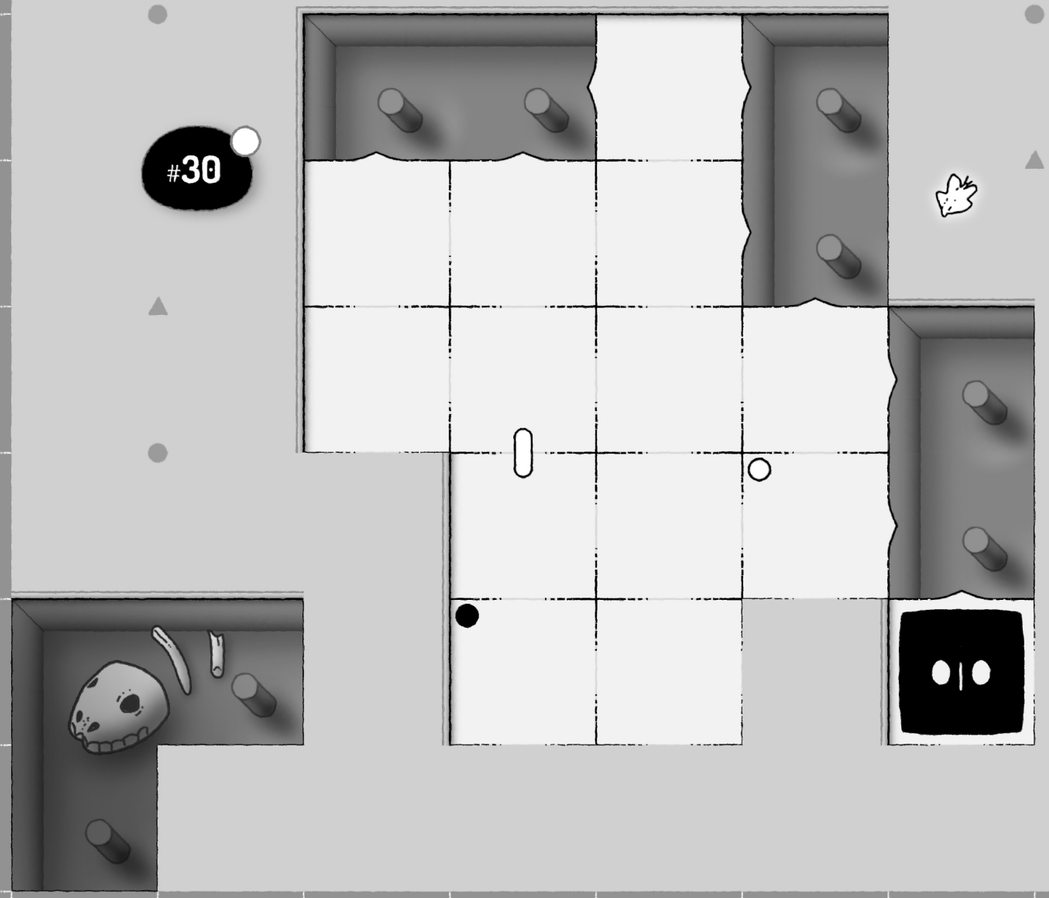


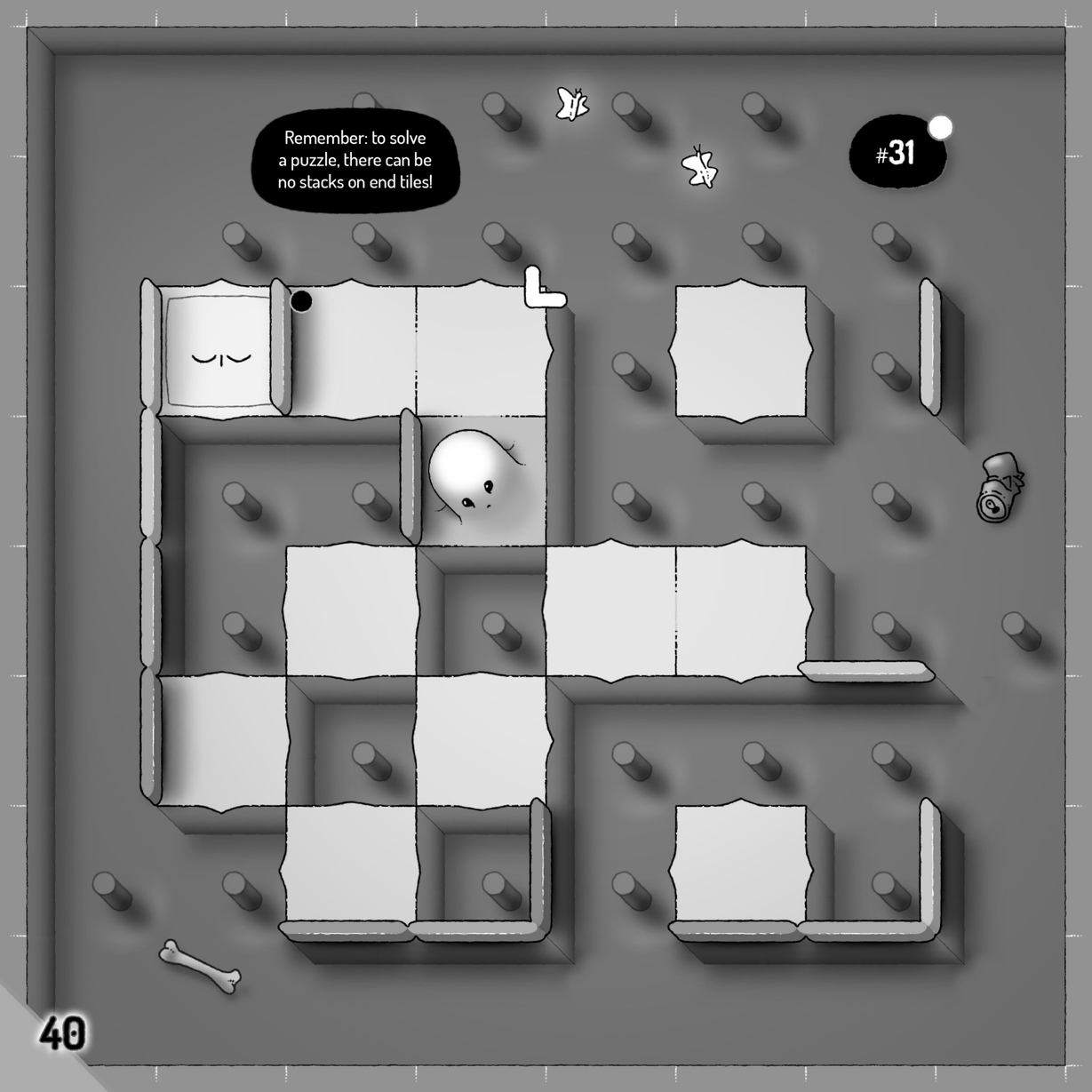
HERDS AND HOLES

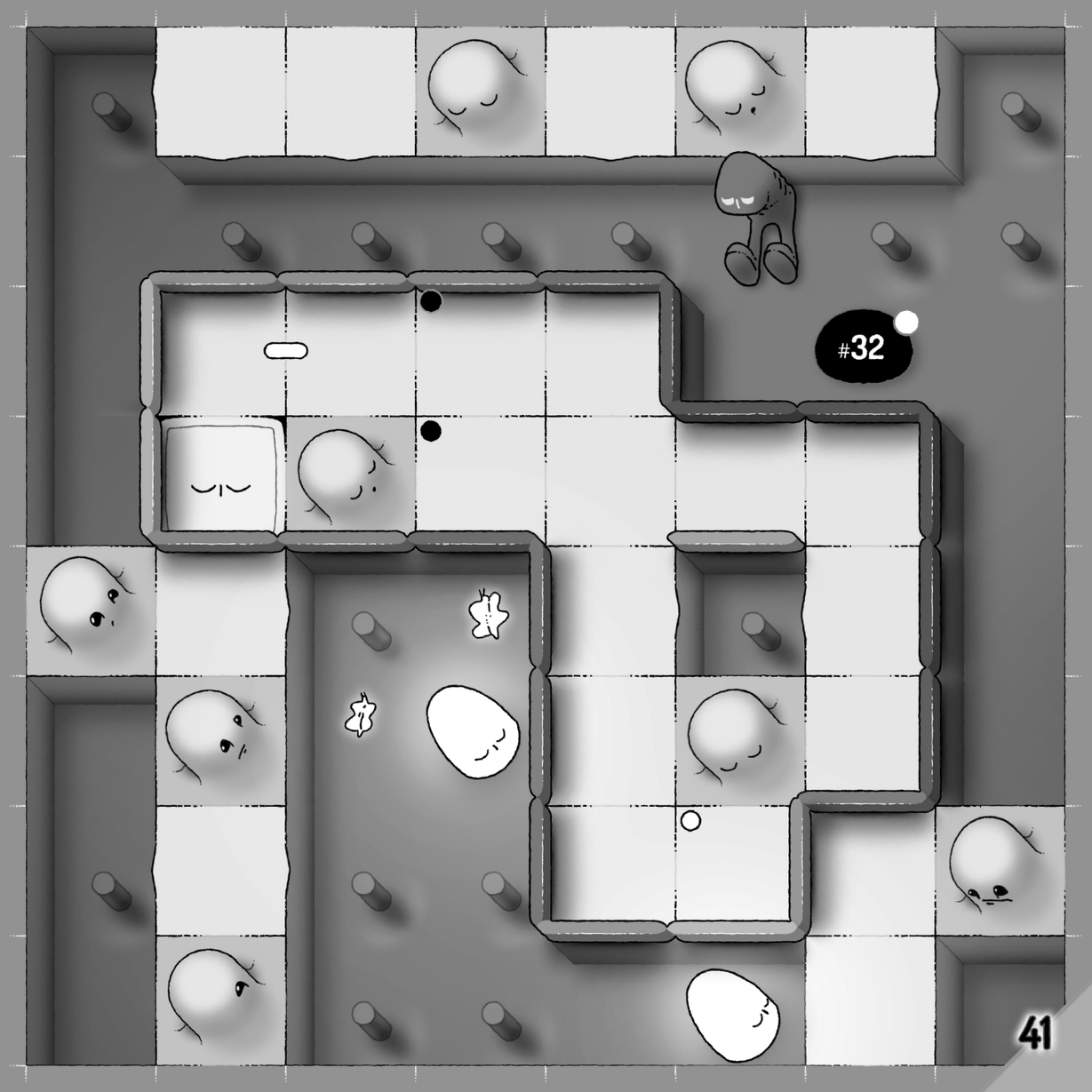
A Herd gets stuck in a hole only when all Sheep that are a part of it are occupying a hole tile. Otherwise, it keeps on sliding.

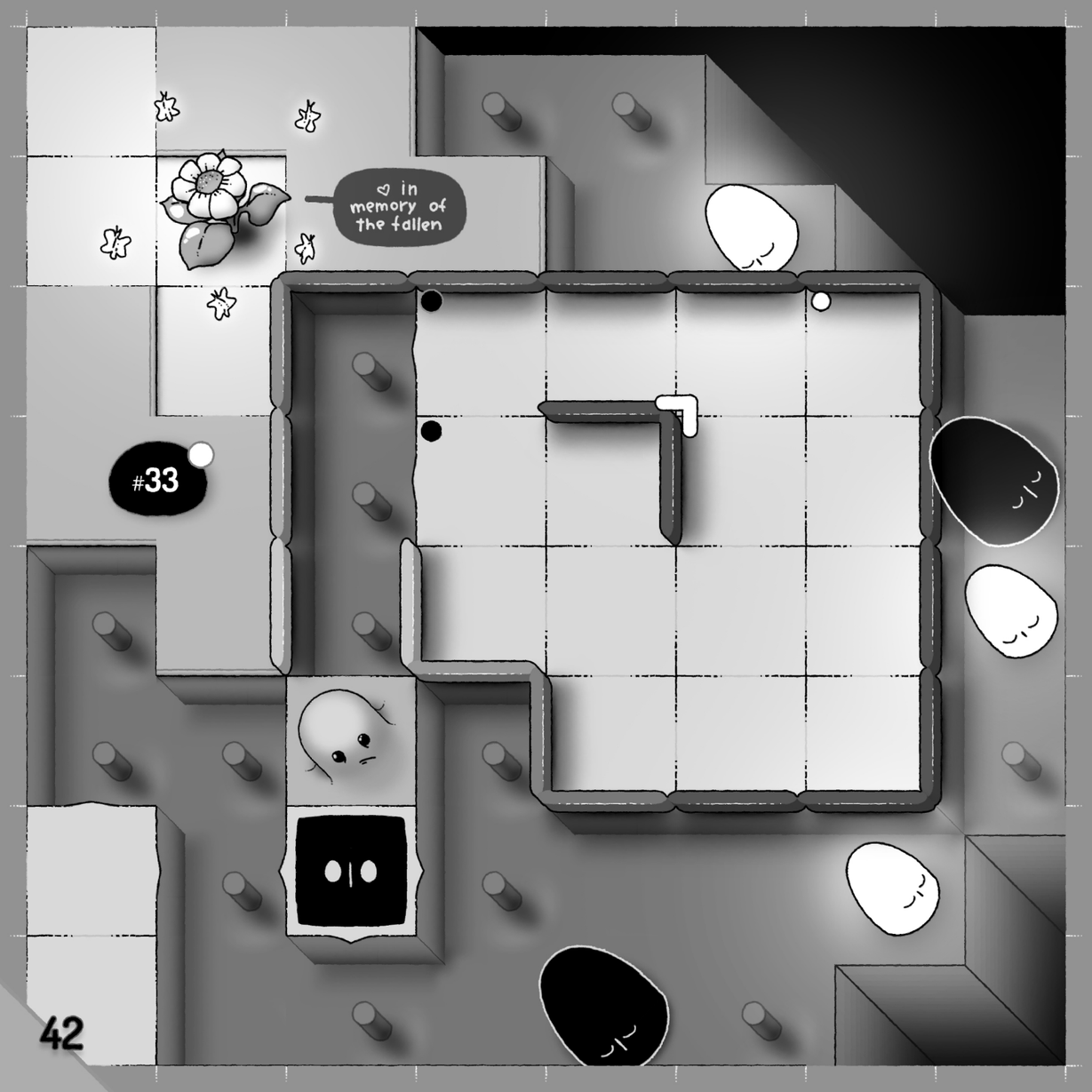


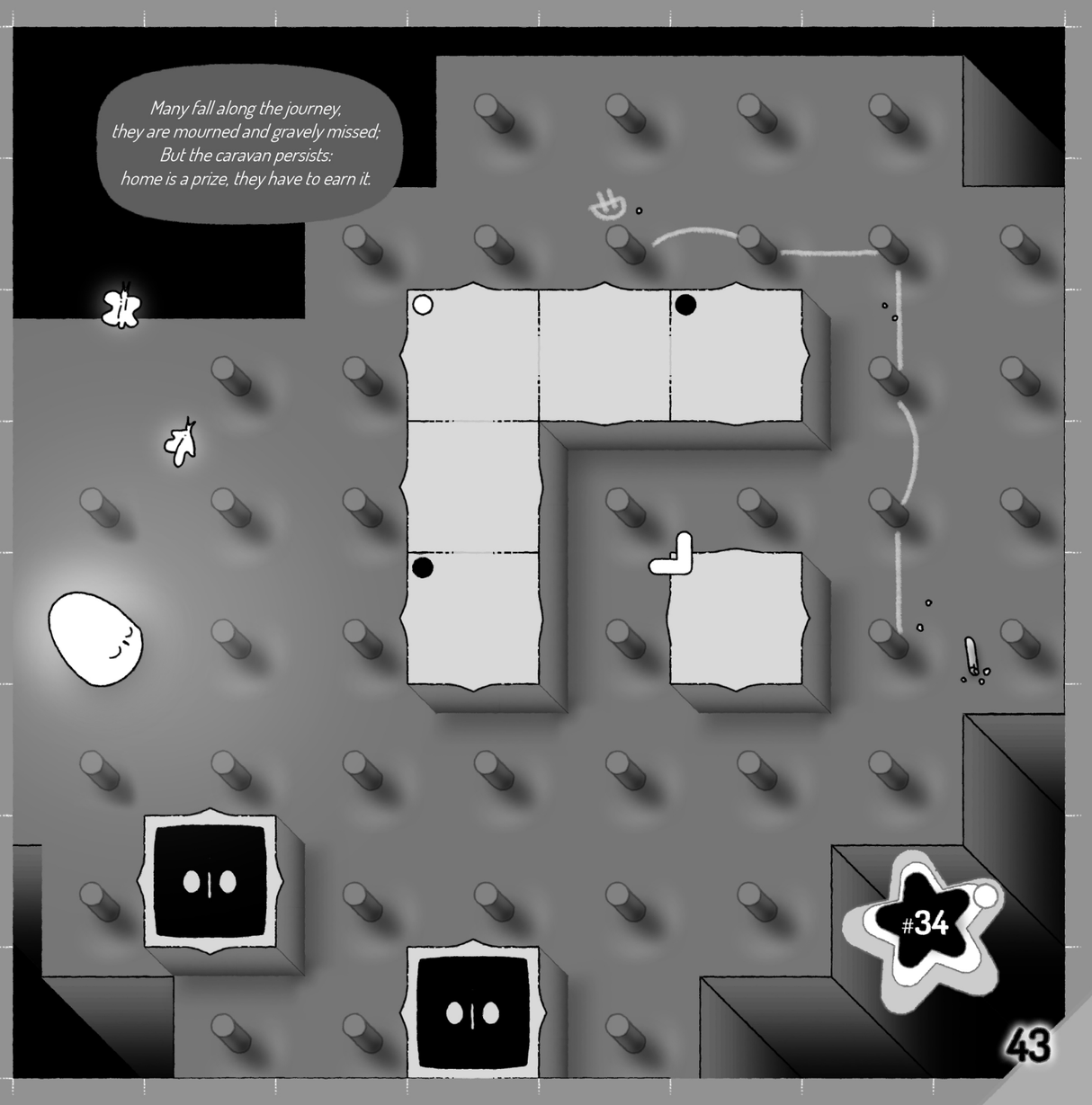
#30

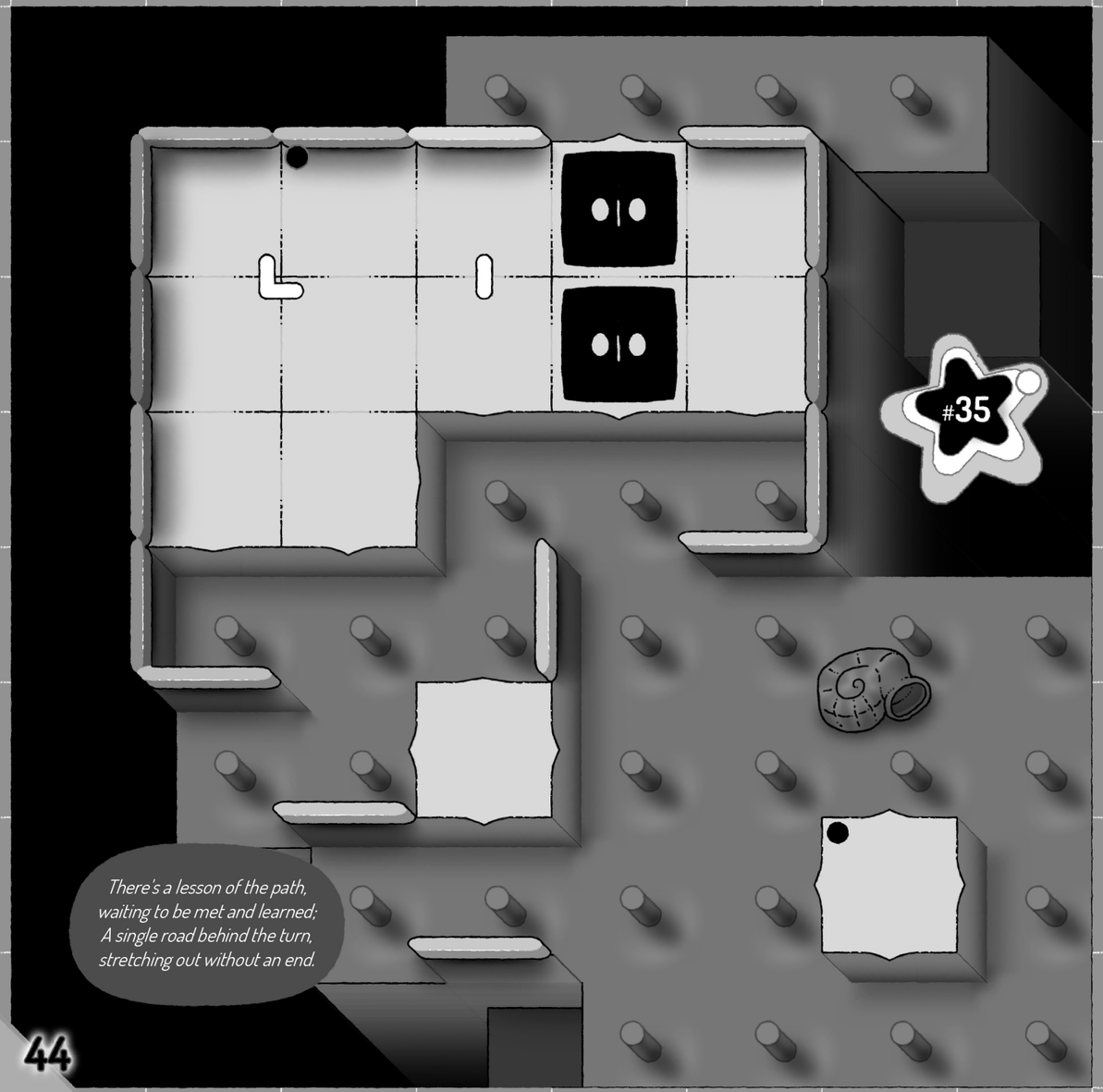


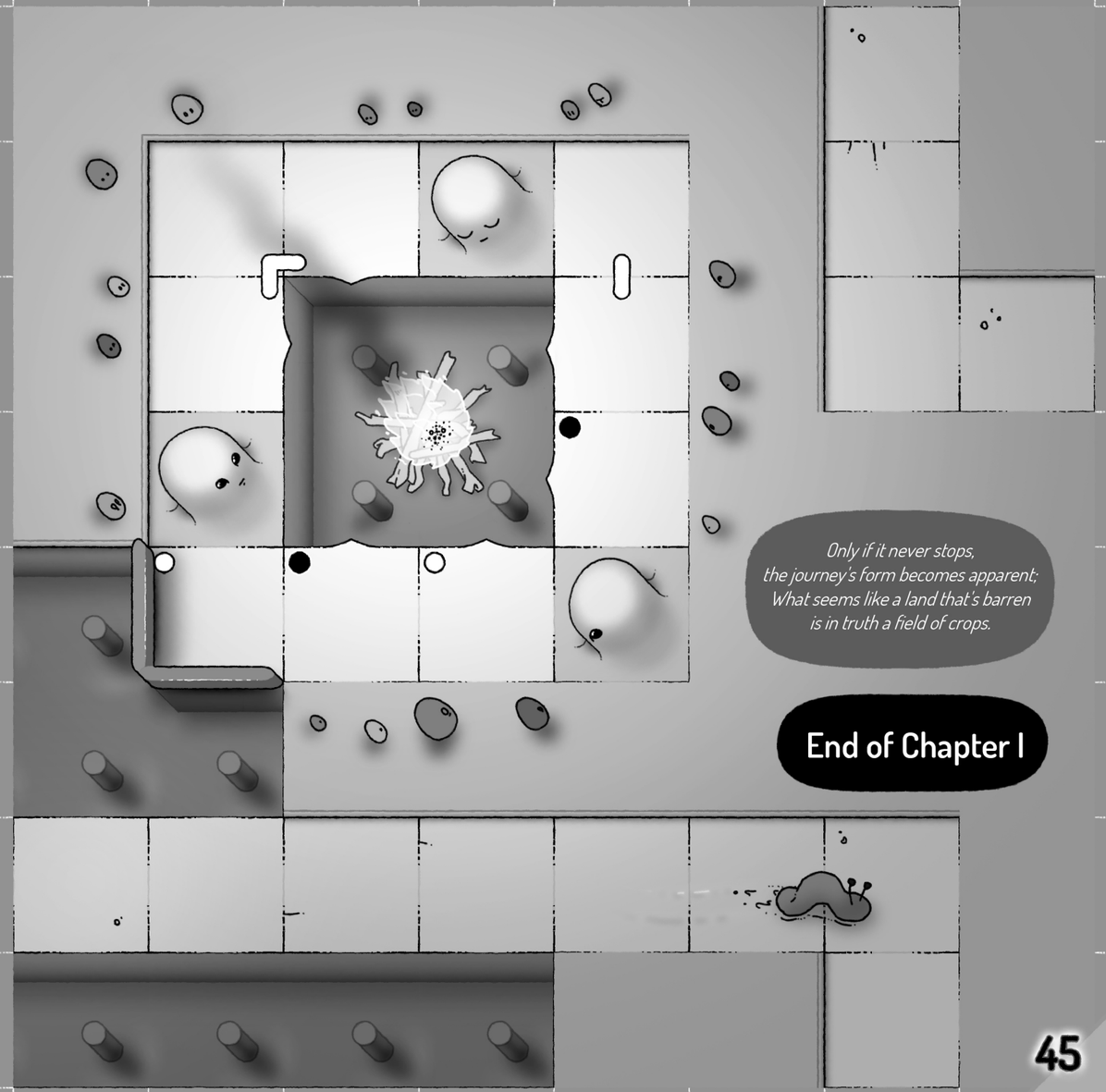

Remember: to solve a puzzle, there can be no stacks on end tiles!
#31

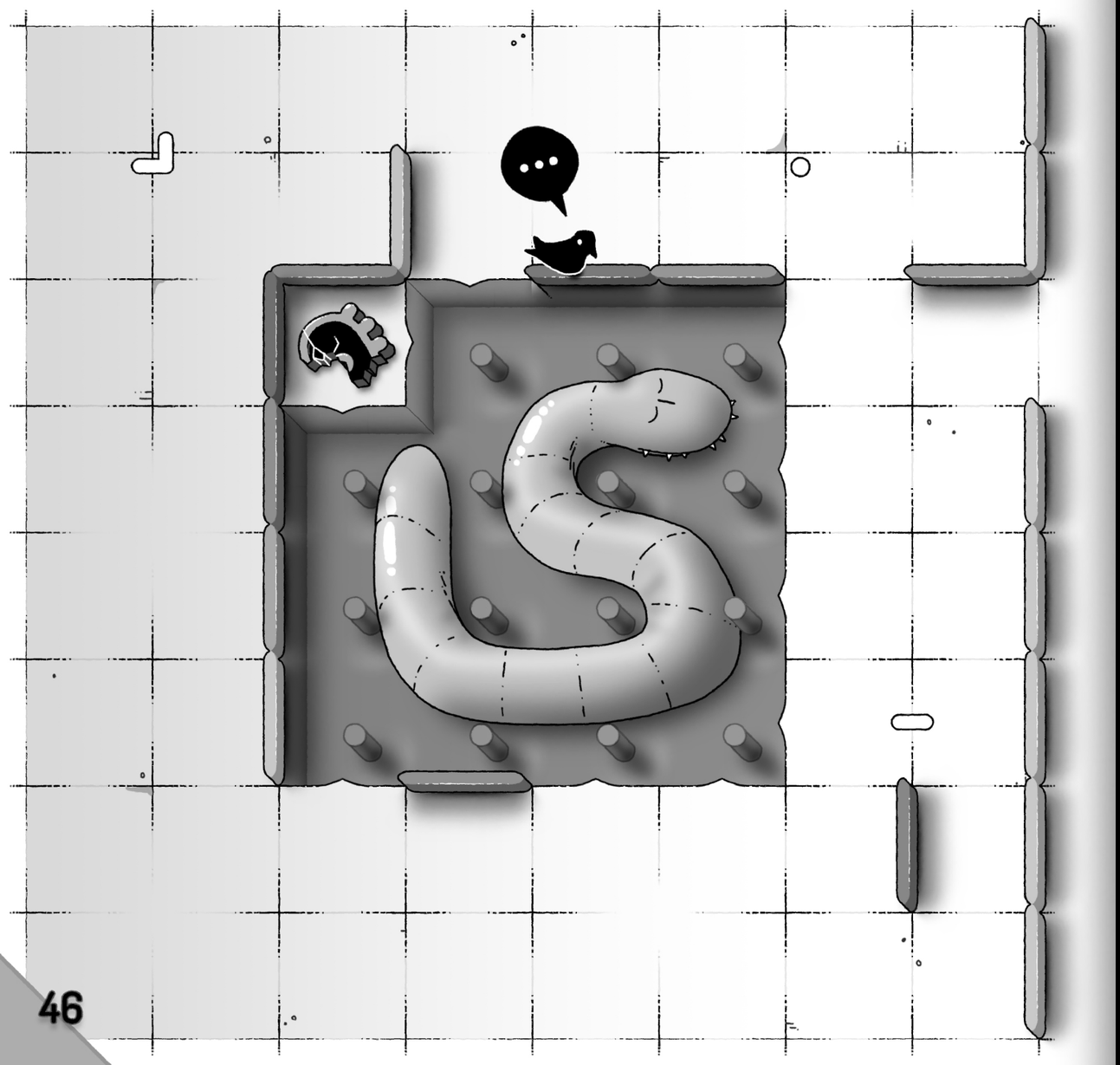

#32


♡ in memory of the fallen
#33


Many fall along the journey,
they are mourned and gravely missed;
But the caravan persists:
home is a prize, they have to earn it.
#34

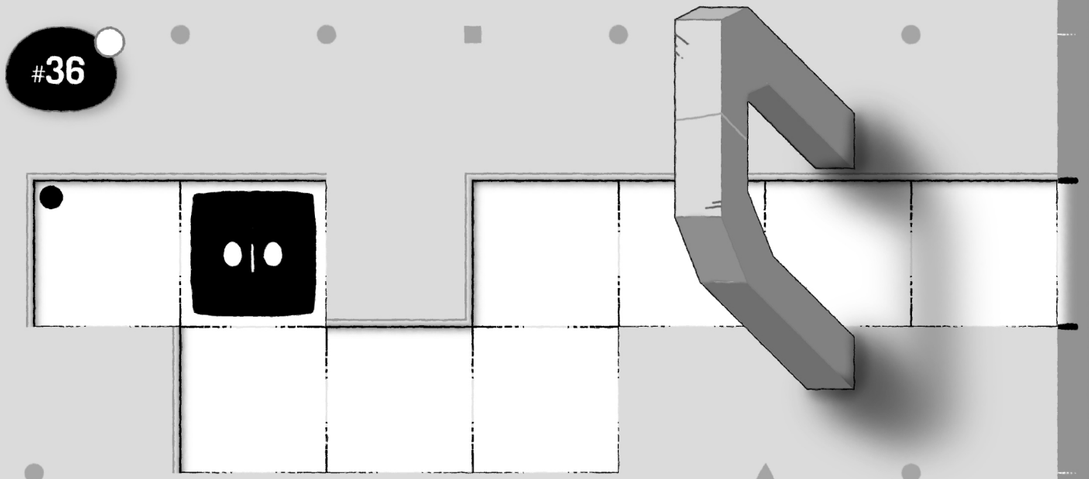

#35
There's a lesson of the path,
waiting to be met and learned;
A single road behind the turn,
stretching out without an end.


Only if it never stops,
the journey's form becomes apparent;
What seems like a land that's barren
is in truth a field of crops.
End of Chapter I



chapter 11

#36

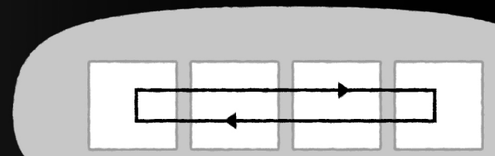


THE GOLDEN RULE

All **numbered puzzles** can be solved with your current knowledge. You'll never need to look for hidden or unexplained clues.

PAGE TRAVERSAL

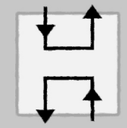
A piece or a stack can traverse between pages of the book, if tiles on two consecutive pages are horizontally adjacent across borders. In this case, the page border doesn't stop movement and the piece/stack slides or jumps over the border to another page.

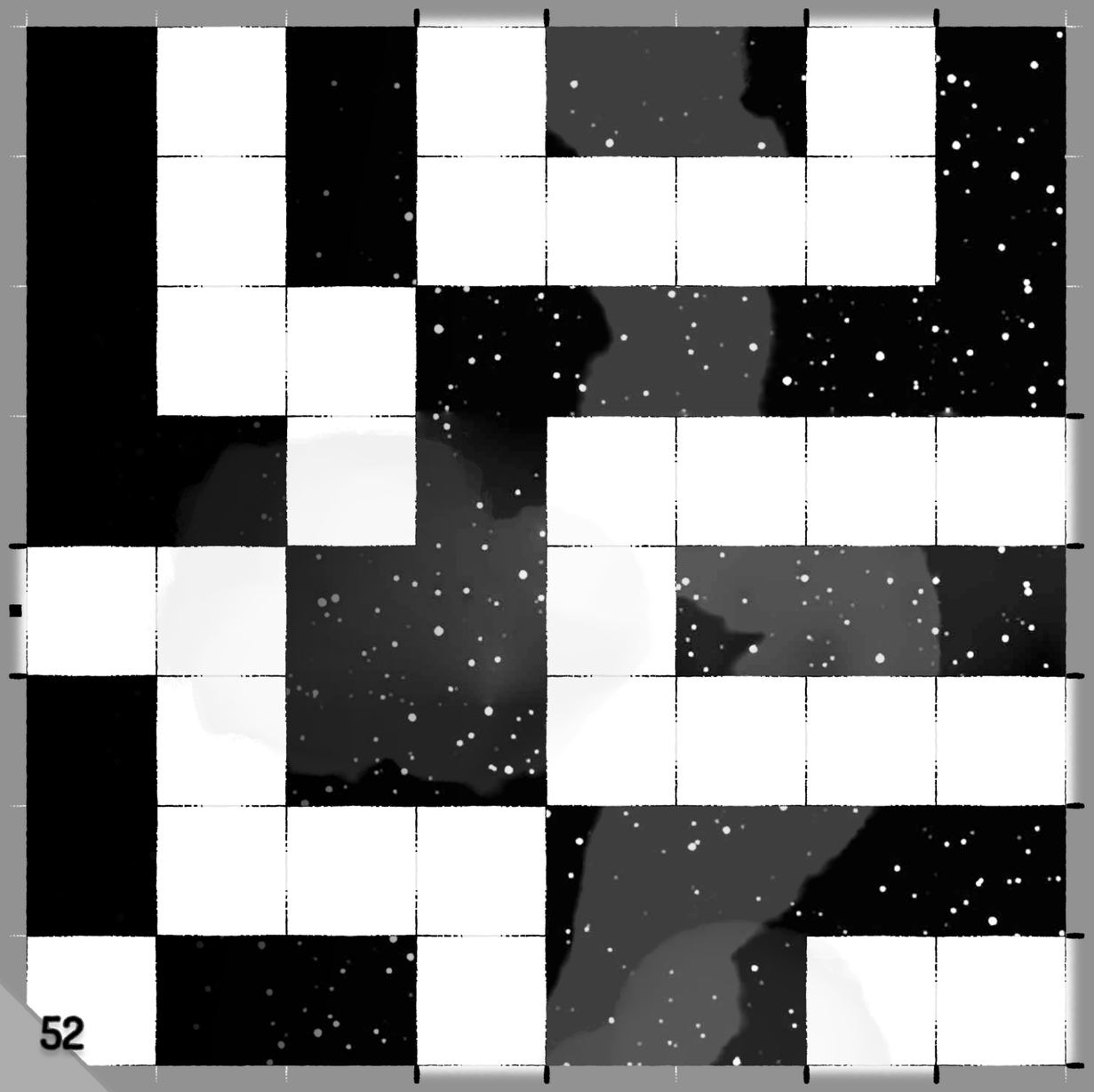


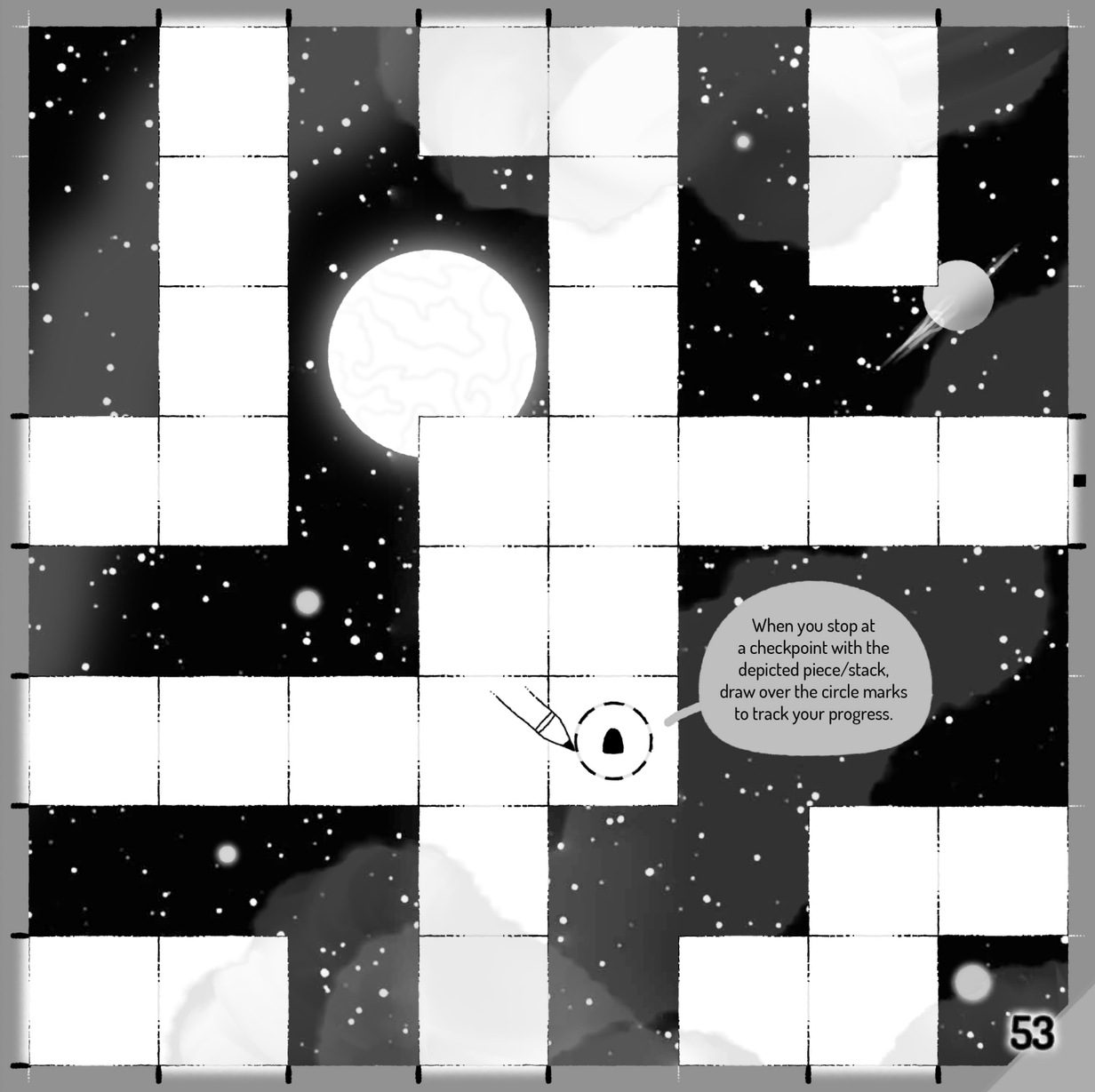
This is negative space. Skip it.

VERTICAL TRAVERSAL

Traversal is also possible vertically. When a piece is moved over the bottom edge of a page, it appears on the top of the same page in the same column – and vice versa.






When you stop at a checkpoint with the depicted piece/stack, draw over the circle marks to track your progress.

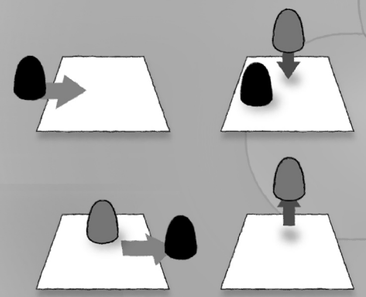
#37

PAGE BORDERS

Every page counts as its own separate puzzle.

Whenever a piece or a stack *enters* a page by crossing the border between two pages, you place all the pieces according to the placement markings.

Whenever a piece/stack *exits* a page, you remove all the pieces that were left behind and put them back into reserve.



Vertical traversal doesn't count as exiting and re-entering a page.

#38

INFINITE SLIDING

Whenever a piece or a stack slides vertically in an unobstructed column, it slides infinitely. This means that you can't continue solving and must reset the puzzle.

#39

RESETTING

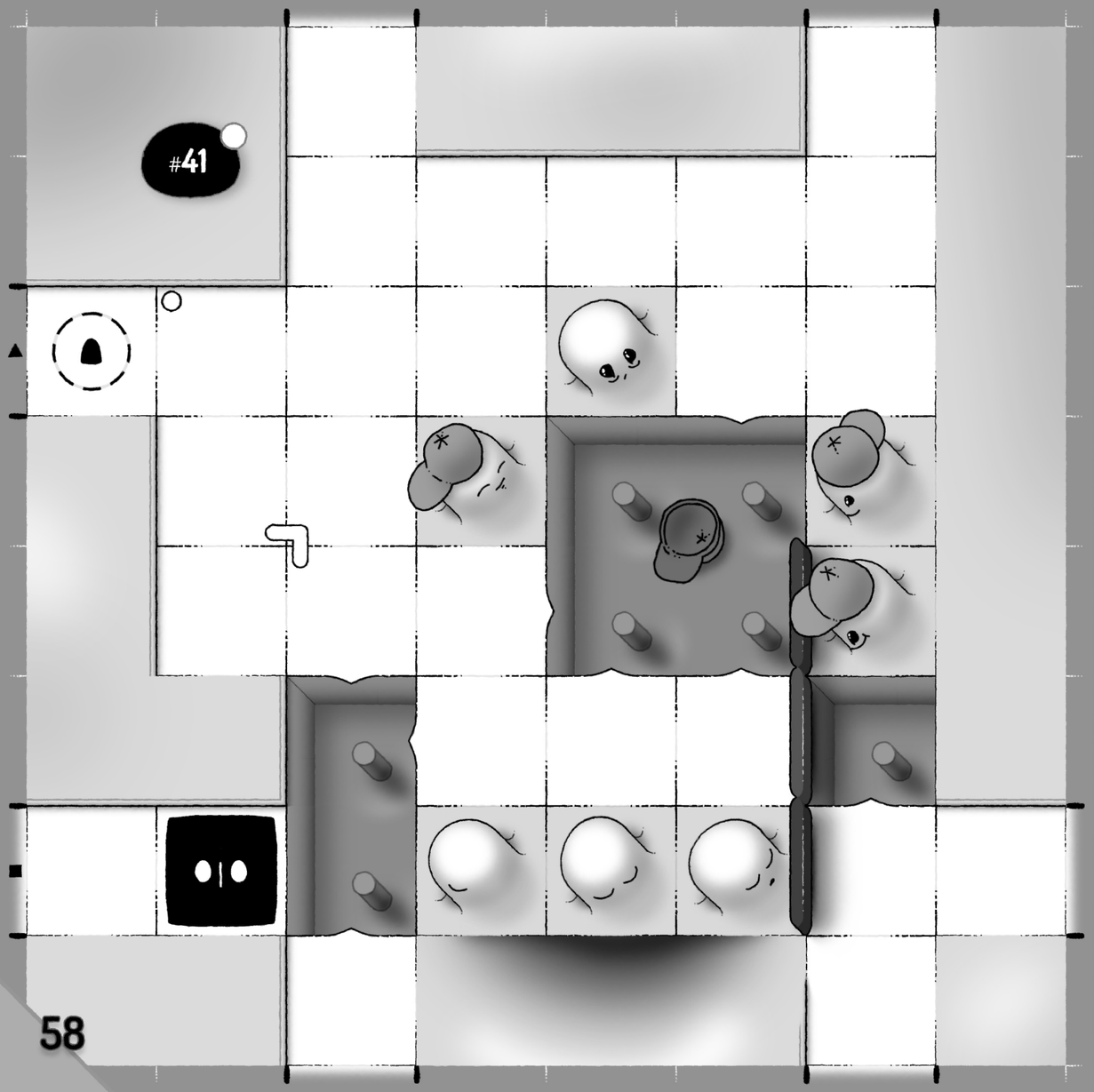
A puzzle is solved as soon as all of its end tiles are occupied by the correct pieces standing still, even if you then reset it.

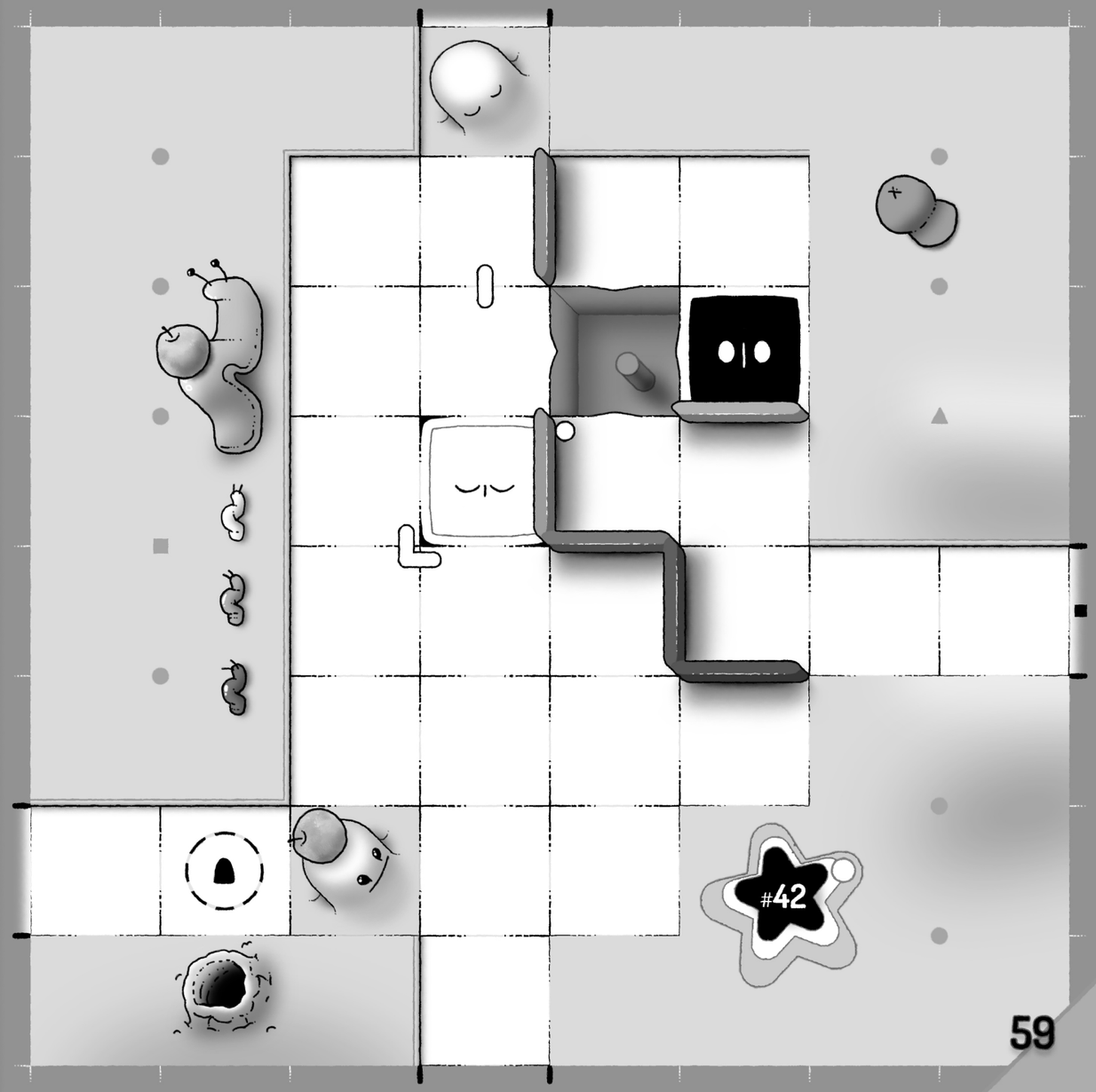
You may find yourself resolving puzzles with alternate paths to fulfill different objectives.

Feel free to revisit any checkpoint you reached, treating it as another placement marking.

#40

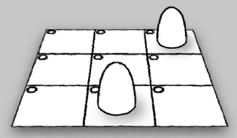
Each time you re-enter a page, you place the pieces anew!


#41


#42

PLACEMENT

If there are more placement markings available than there are pieces in the reserve, or if placement markings overlap, you choose which placements to skip.

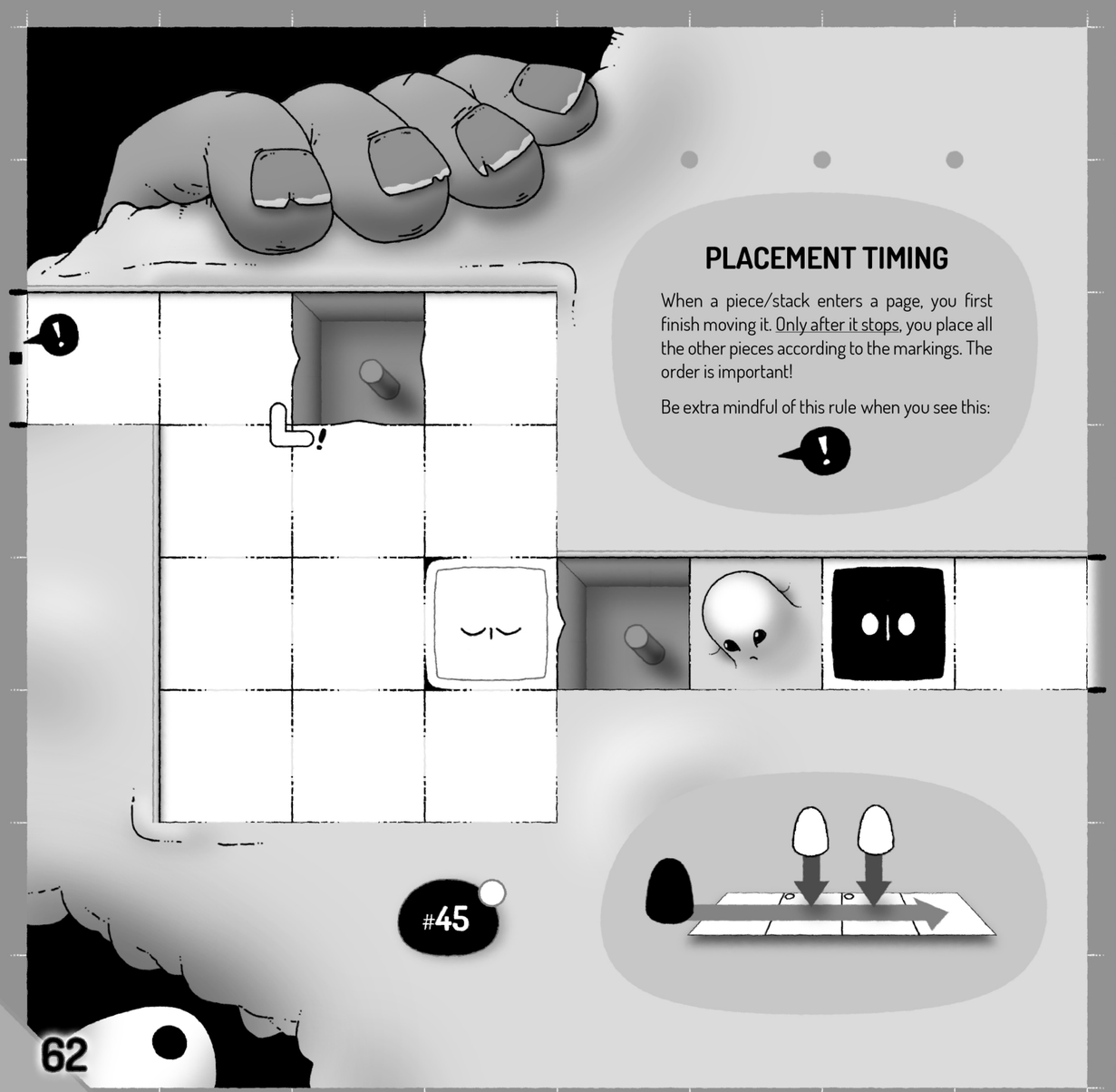


#43

Don't forget! ...

#44

When you leave a page, remove the pieces left behind!

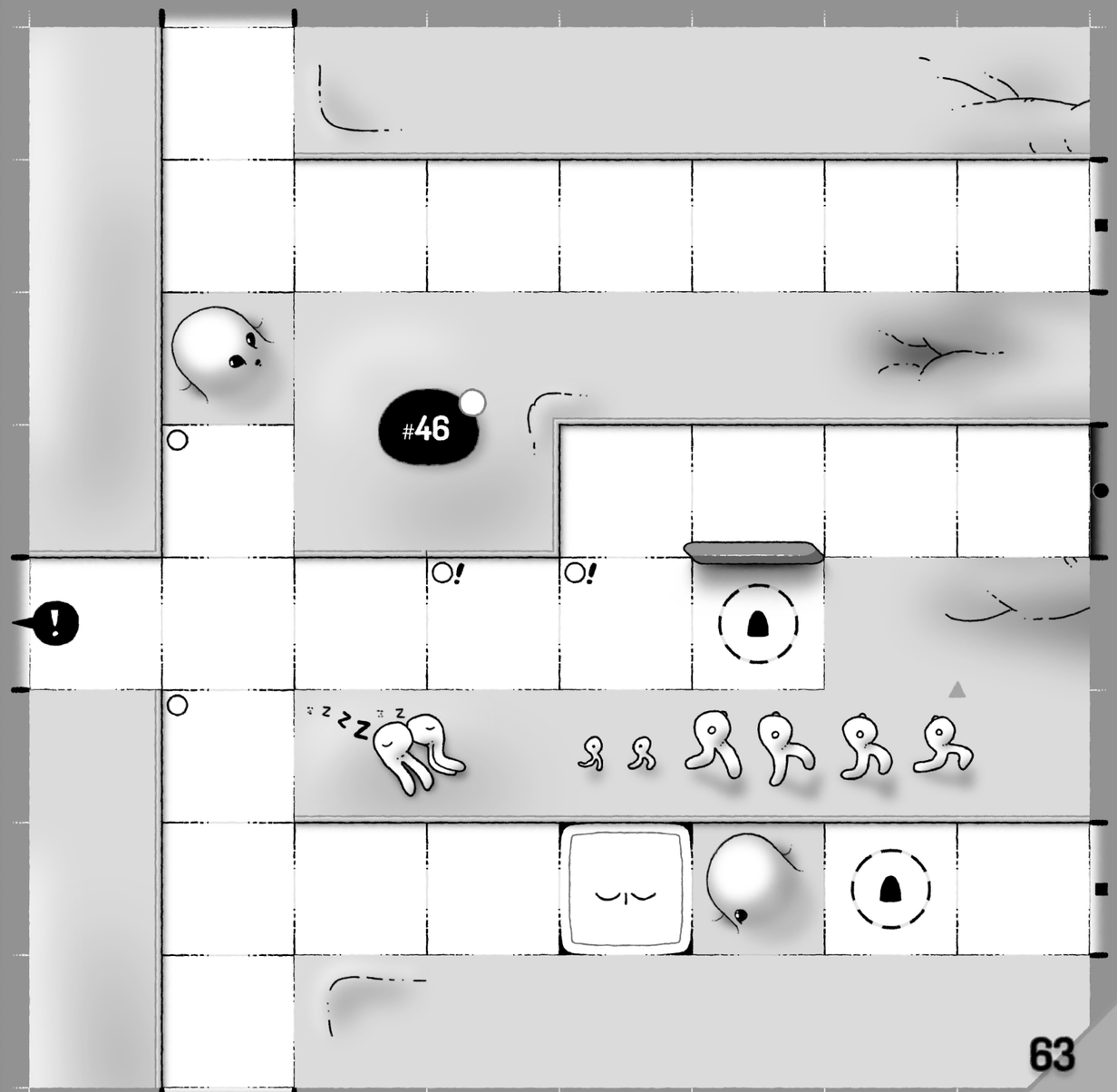


PLACEMENT TIMING

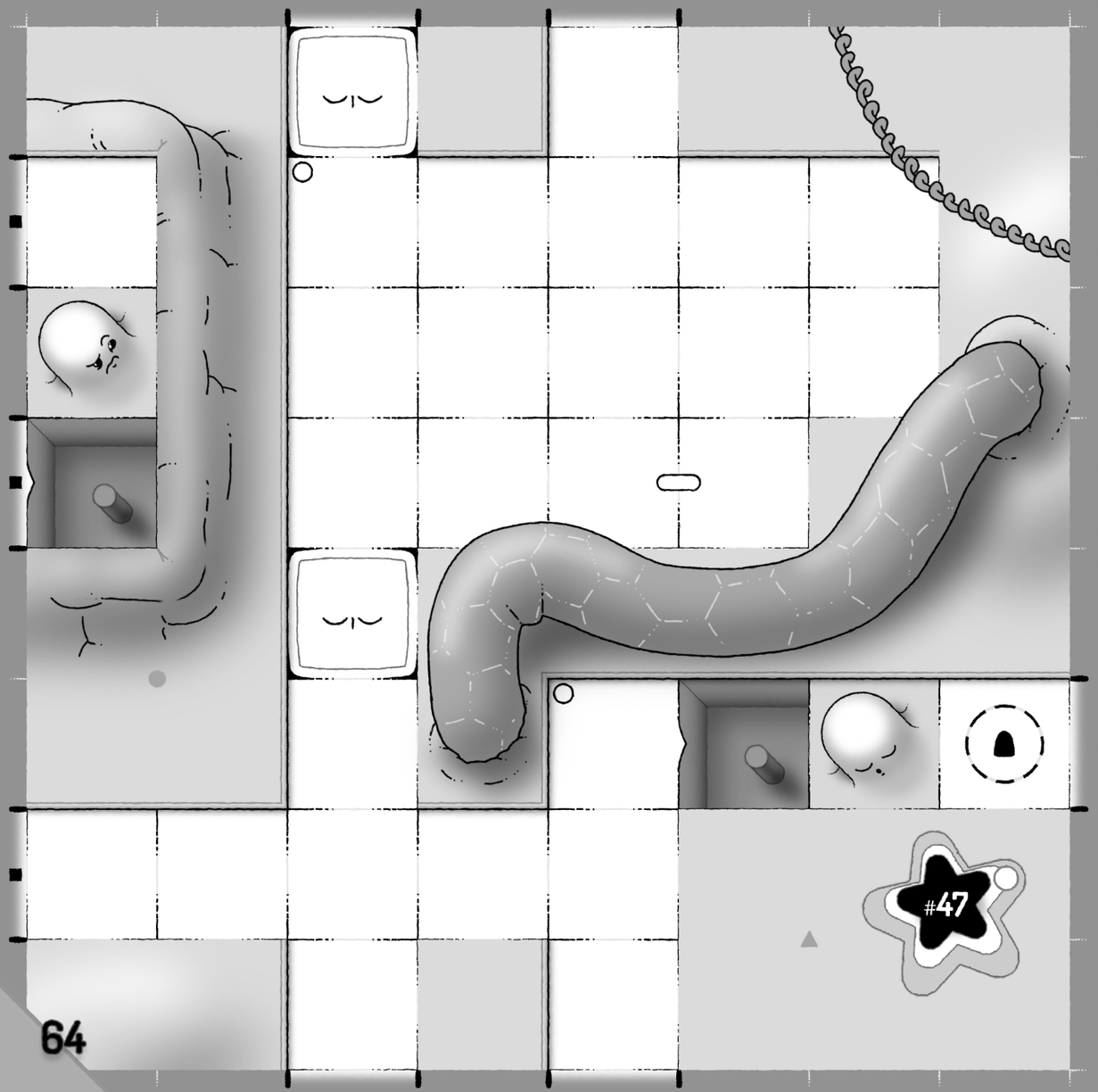
When a piece/stack enters a page, you first finish moving it. Only after it stops, you place all the other pieces according to the markings. The order is important!

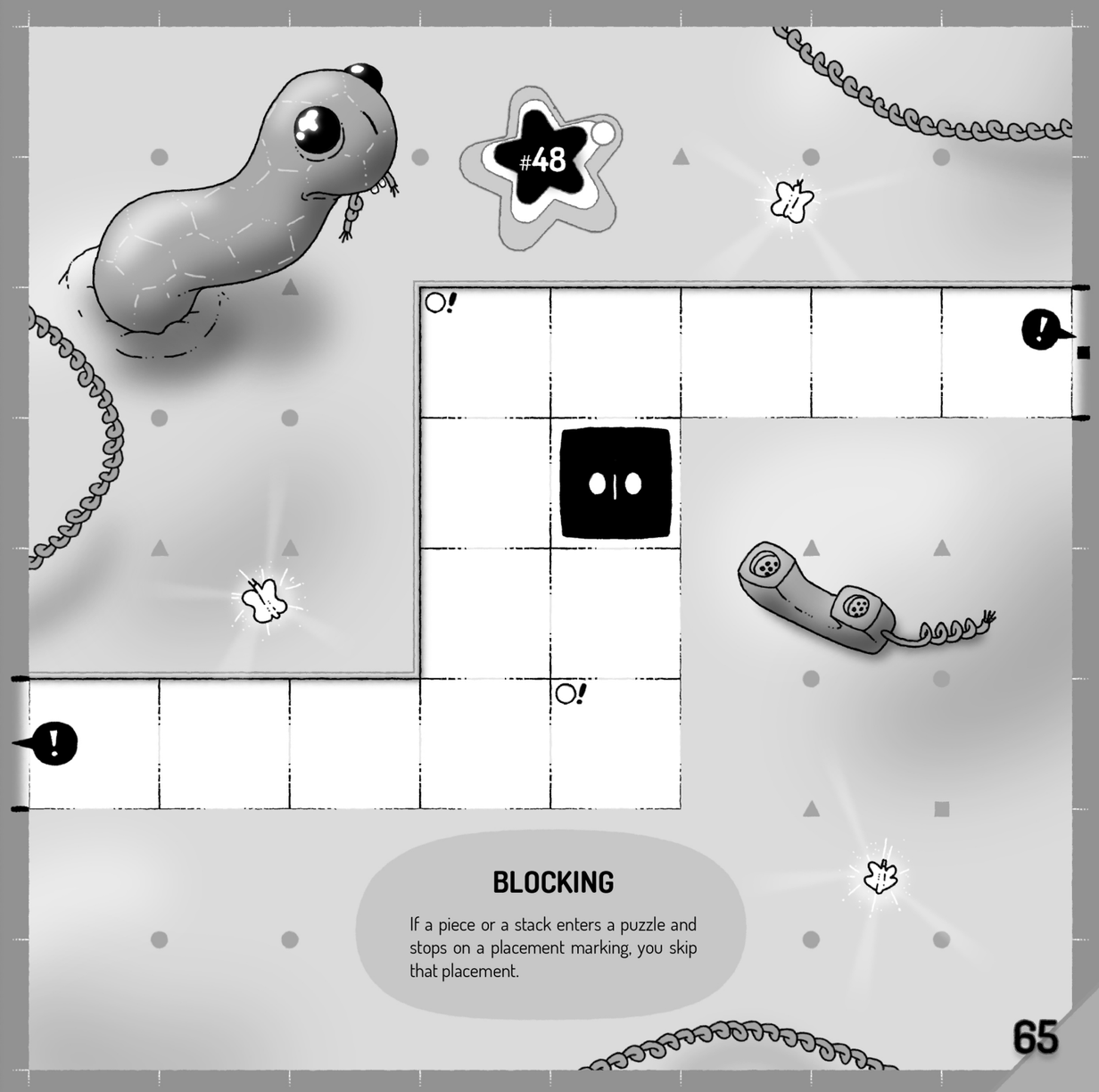
Be extra mindful of this rule when you see this:

#45



#46





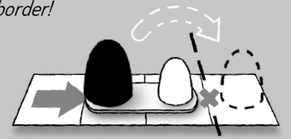
BLOCKING

If a piece or a stack enters a puzzle and stops on a placement marking, you skip that placement.

HERD TRAVERSAL

Herds are too big to cross page borders, either vertically or horizontally. They treat them as obstacles.

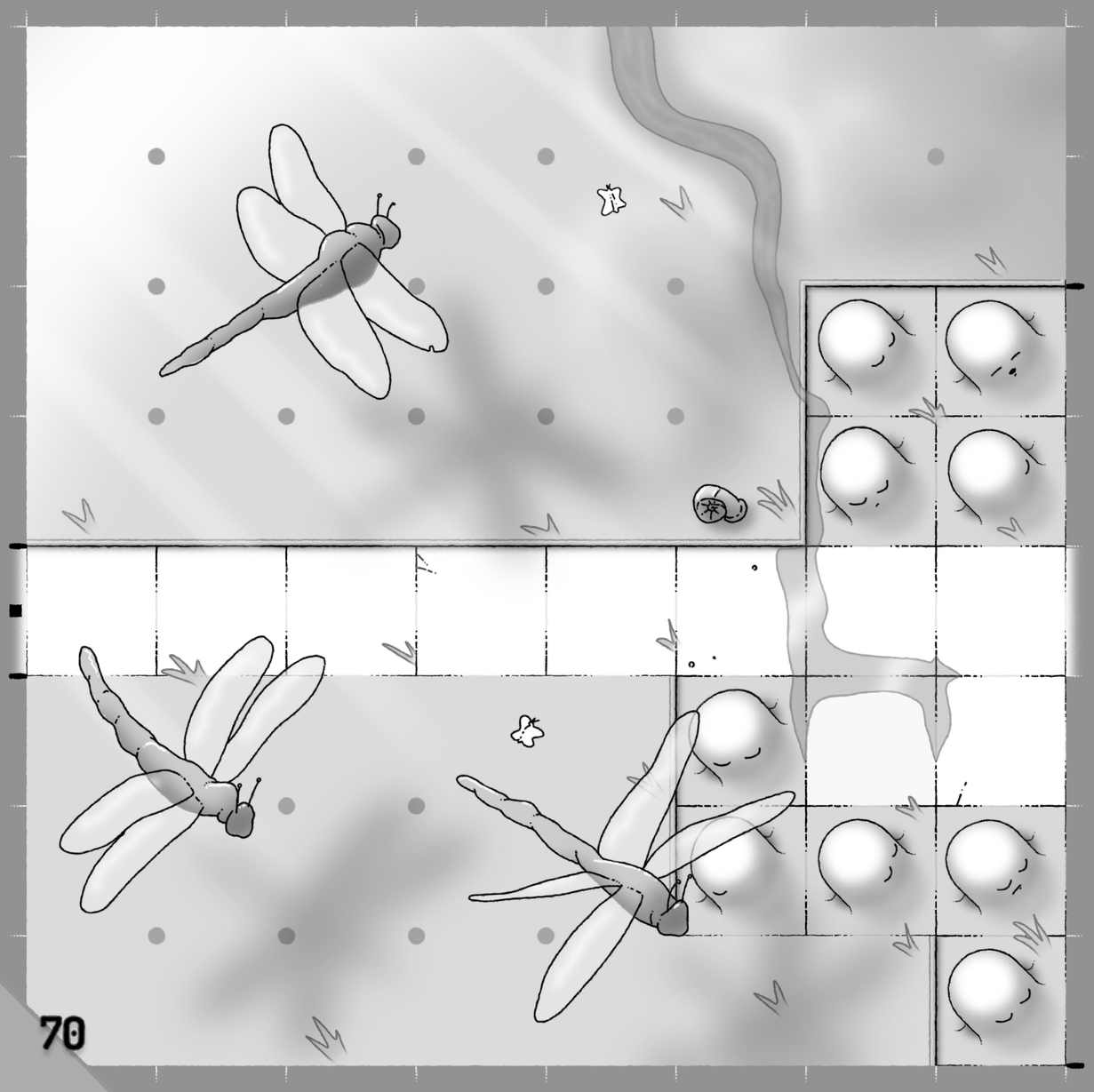
Note that if a Shepherd is stacked on a Herd, it can still jump off over the page border!



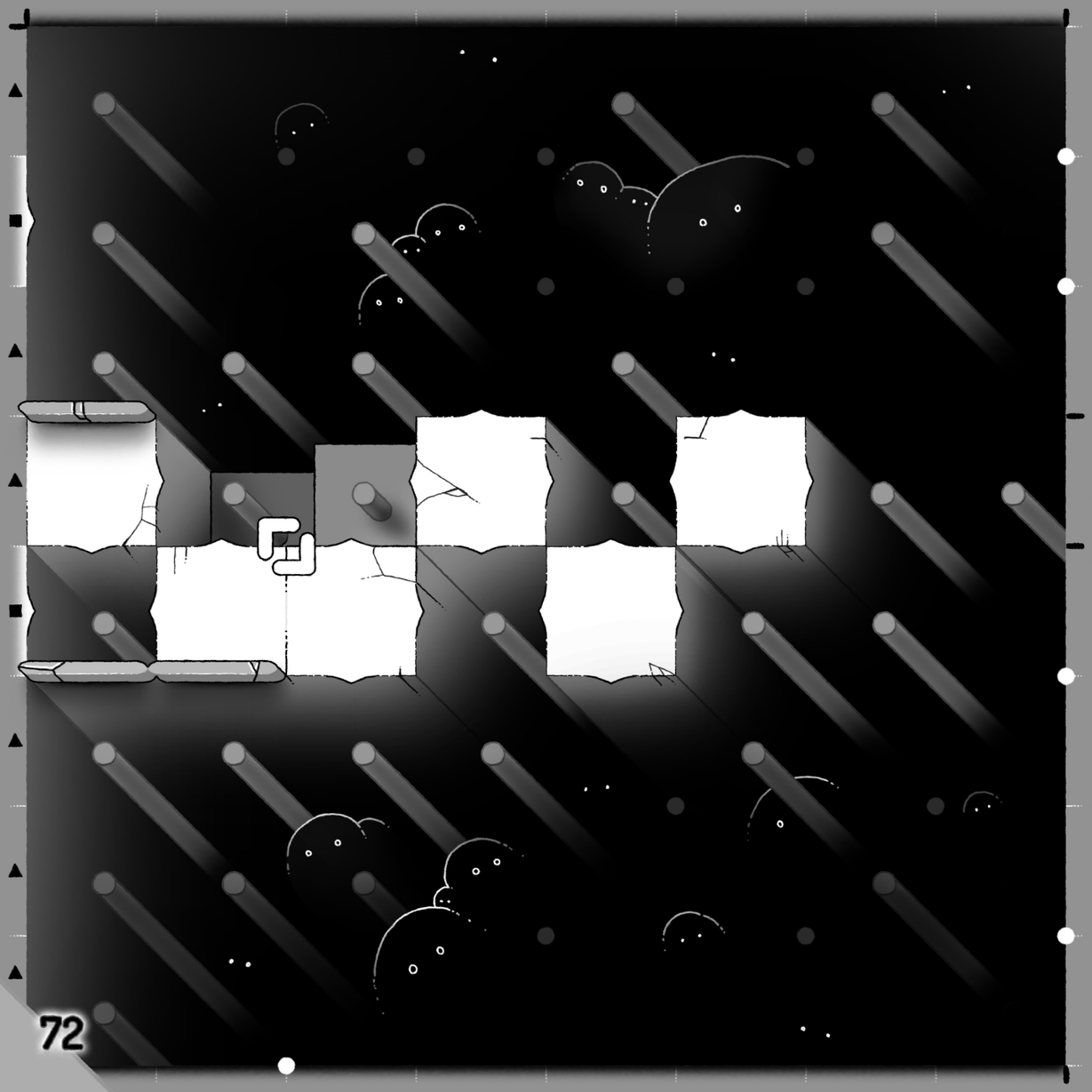
#49

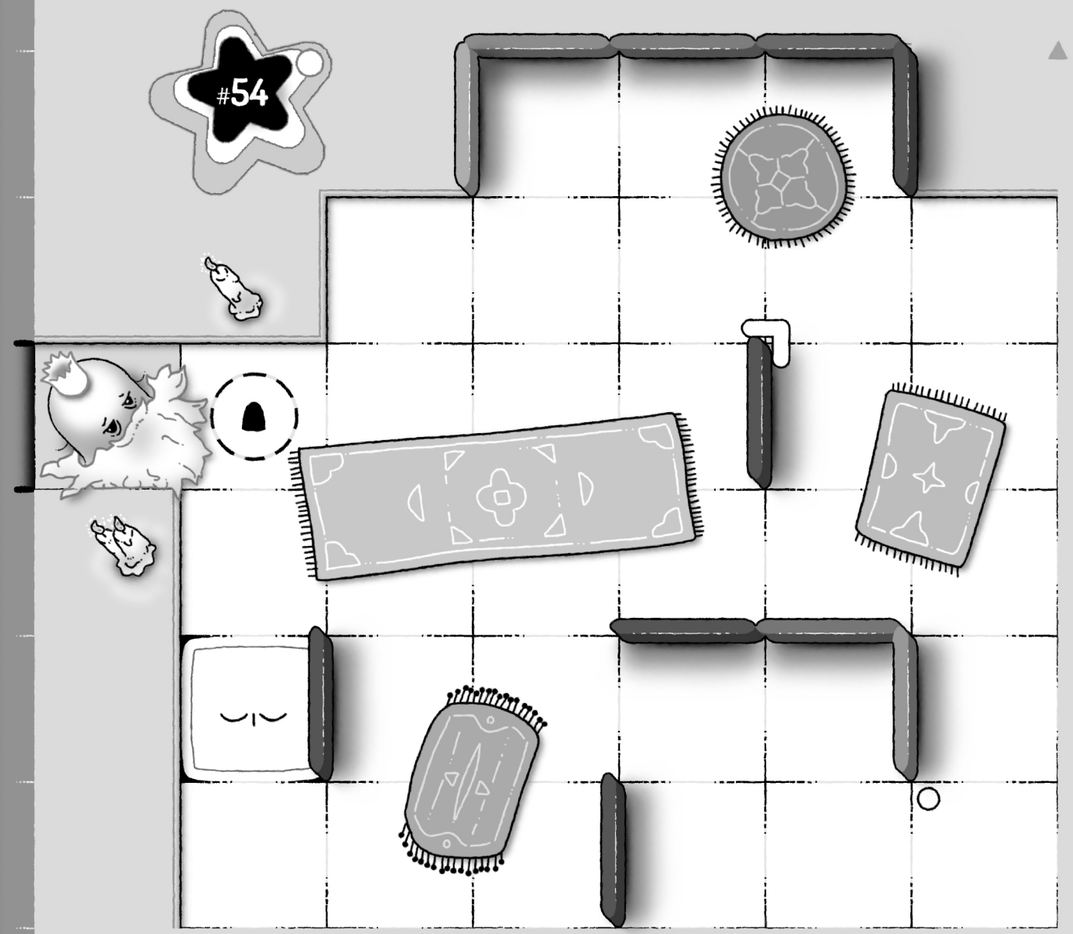
#50

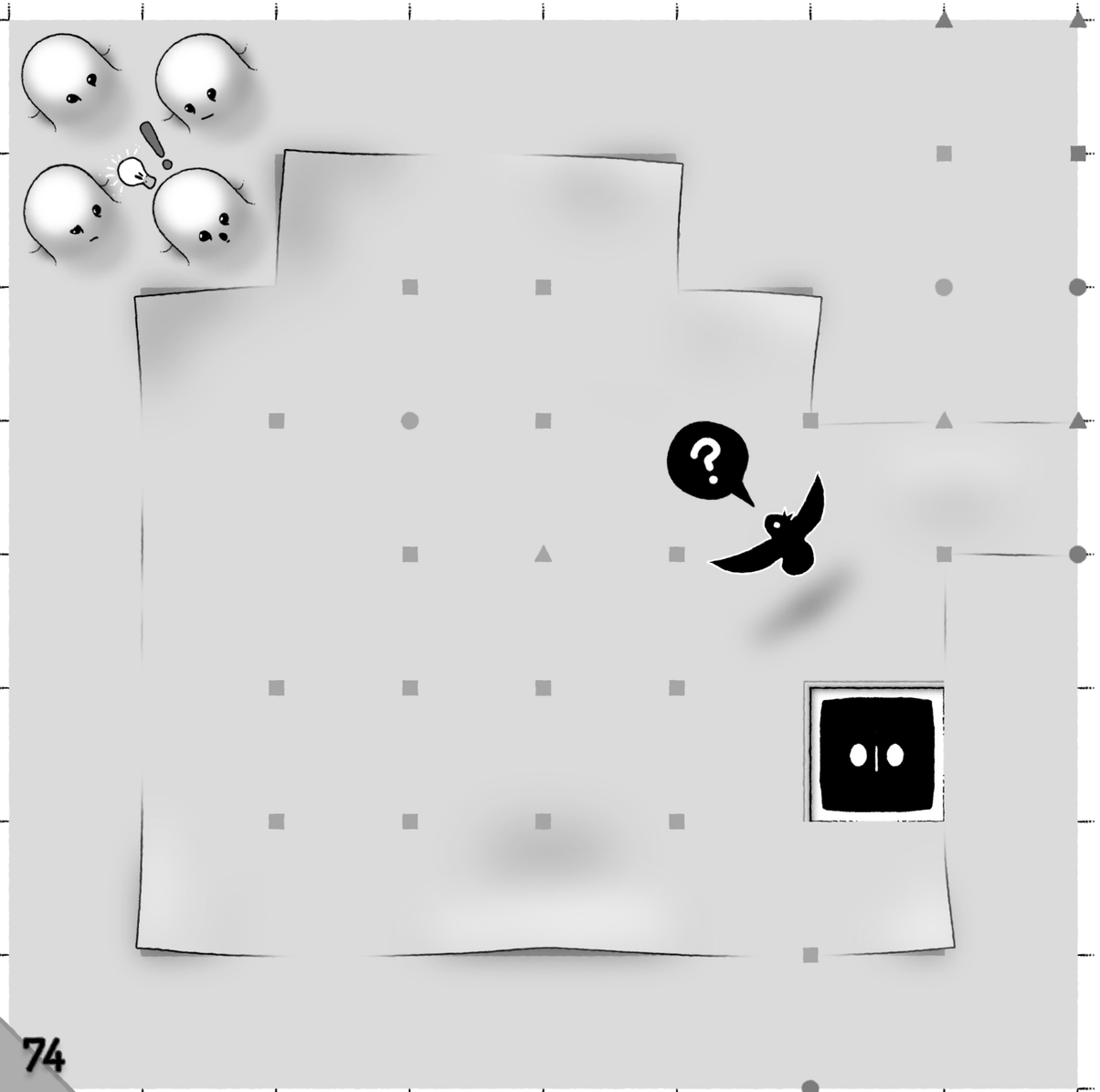
#51
#52
68
69

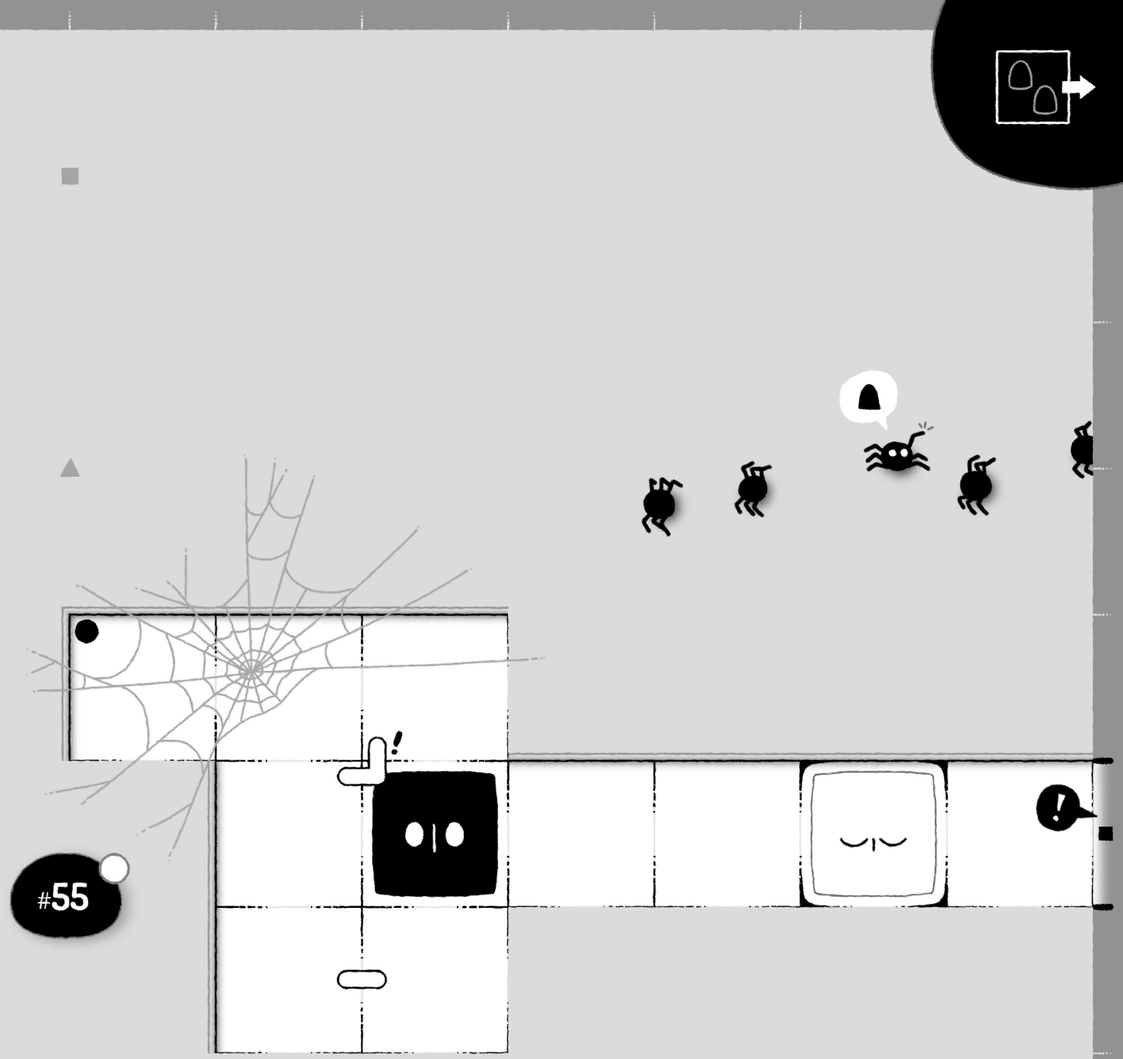


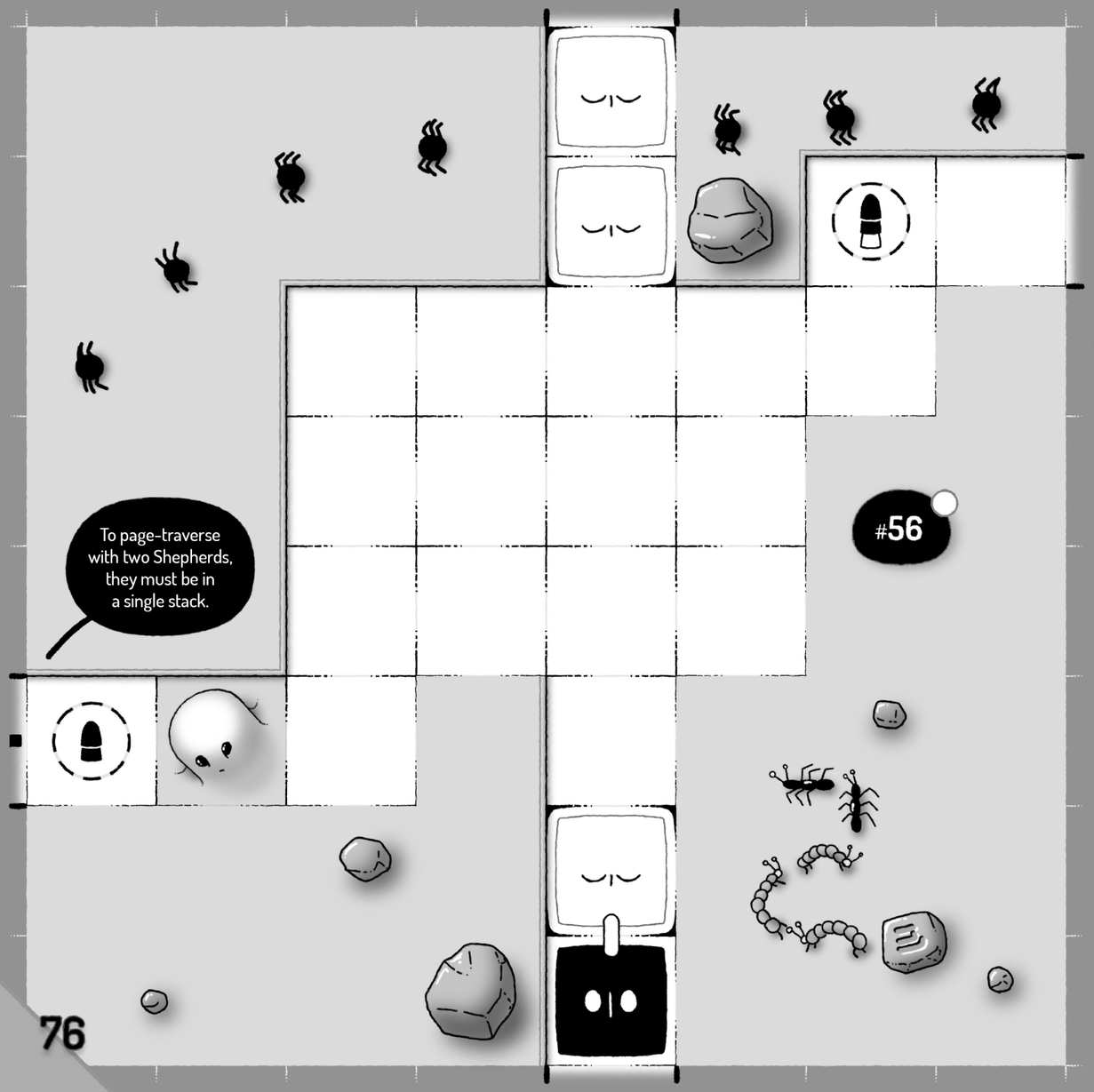
#53

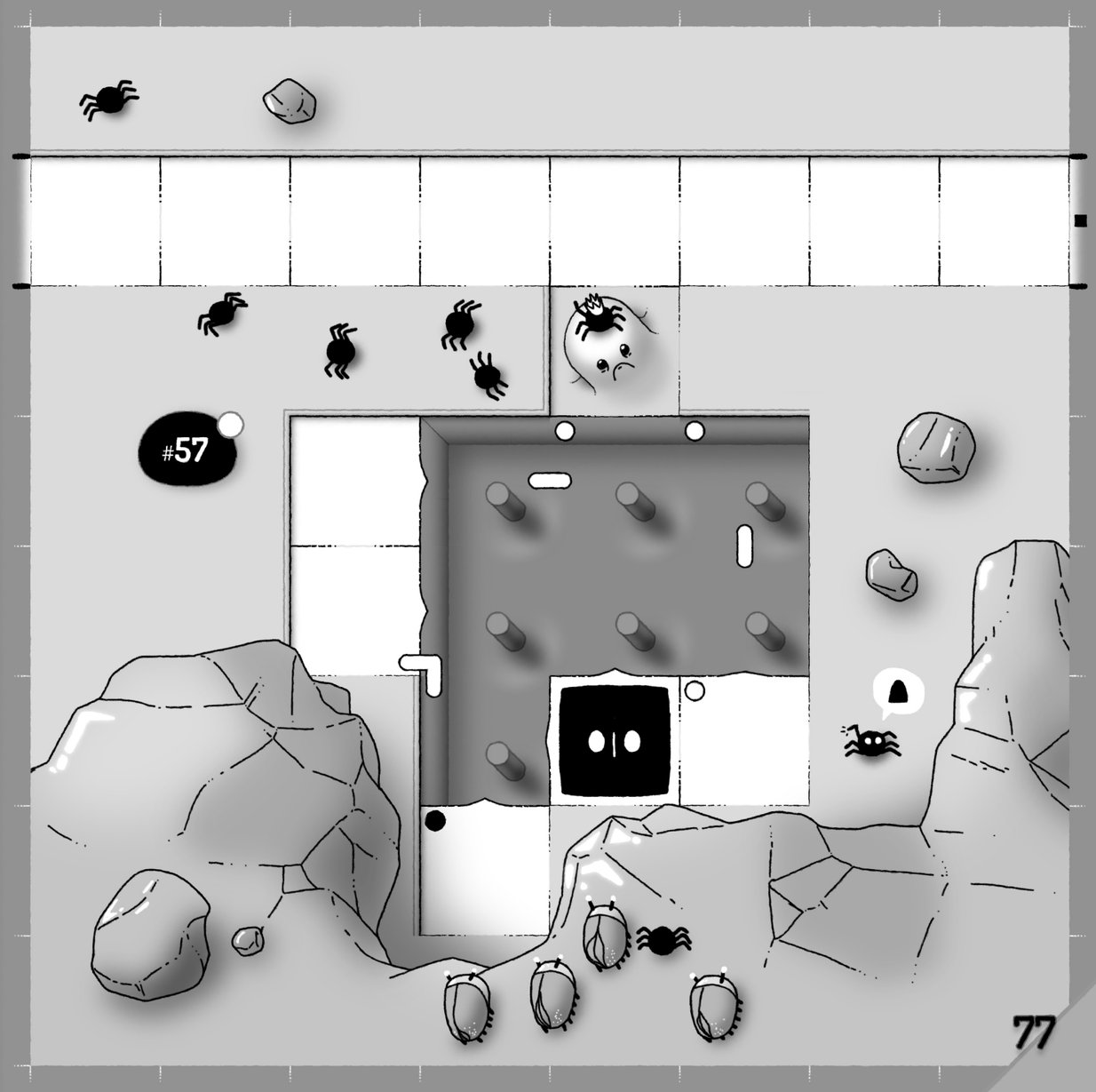


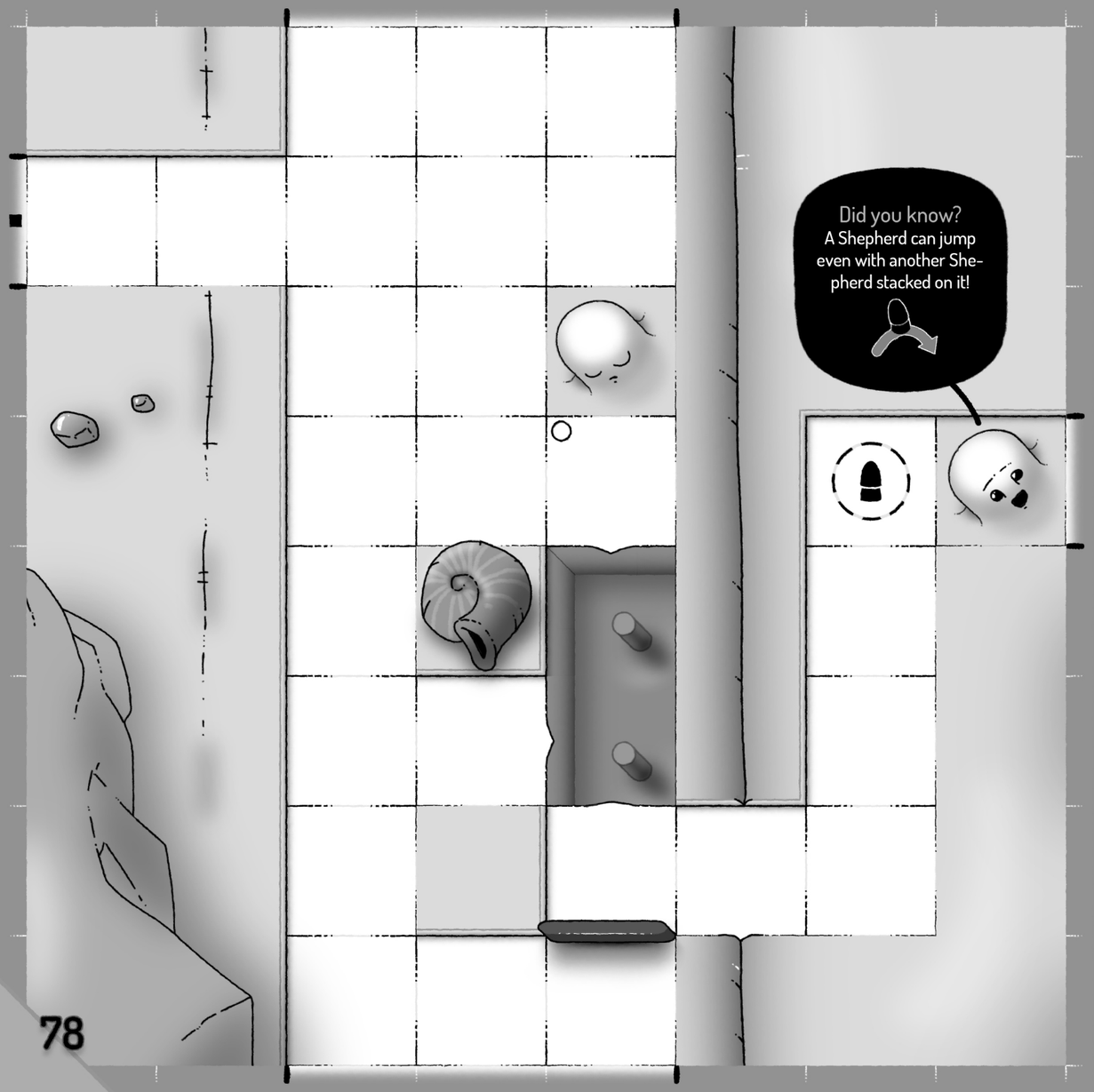

#54

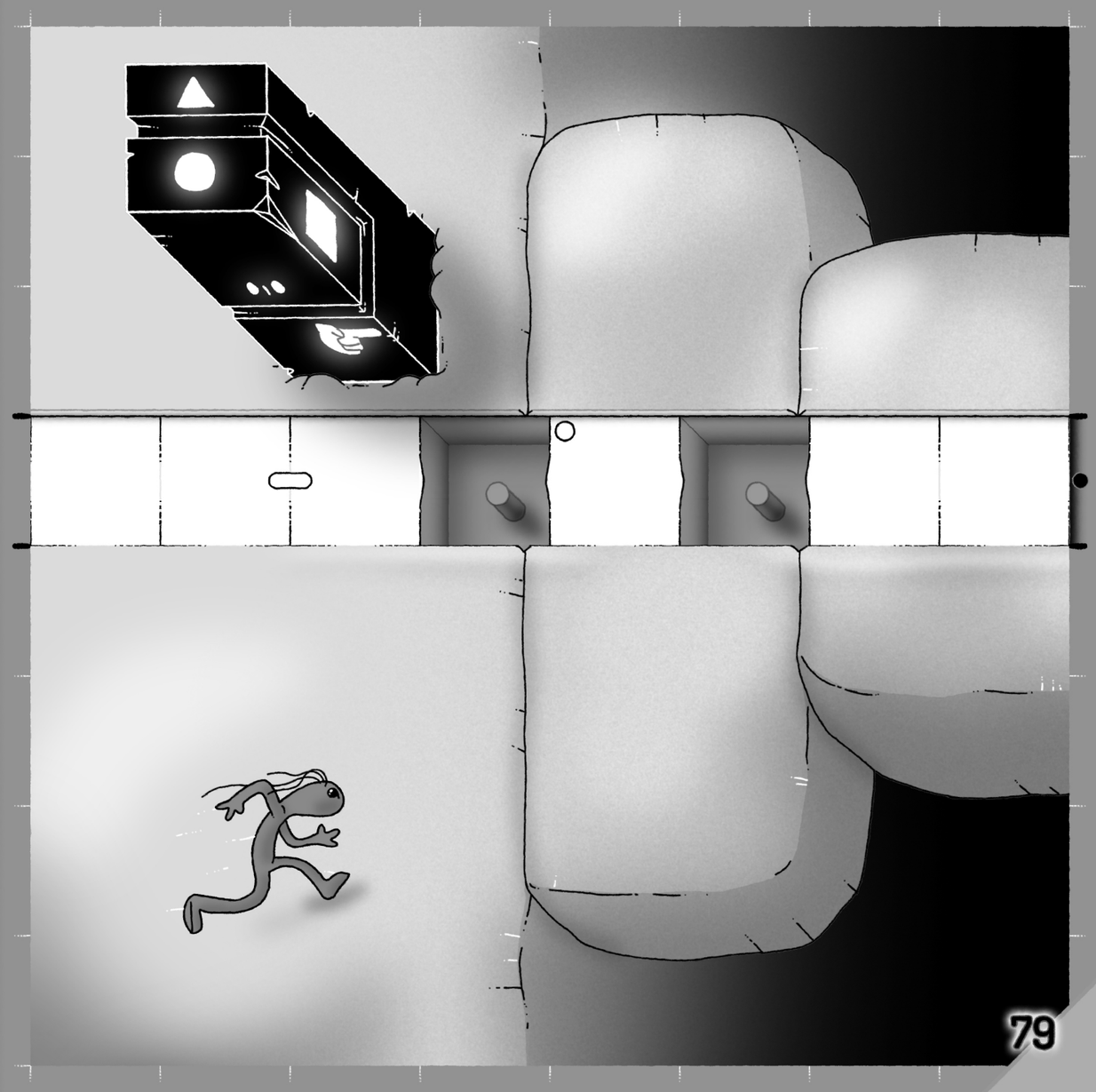

?

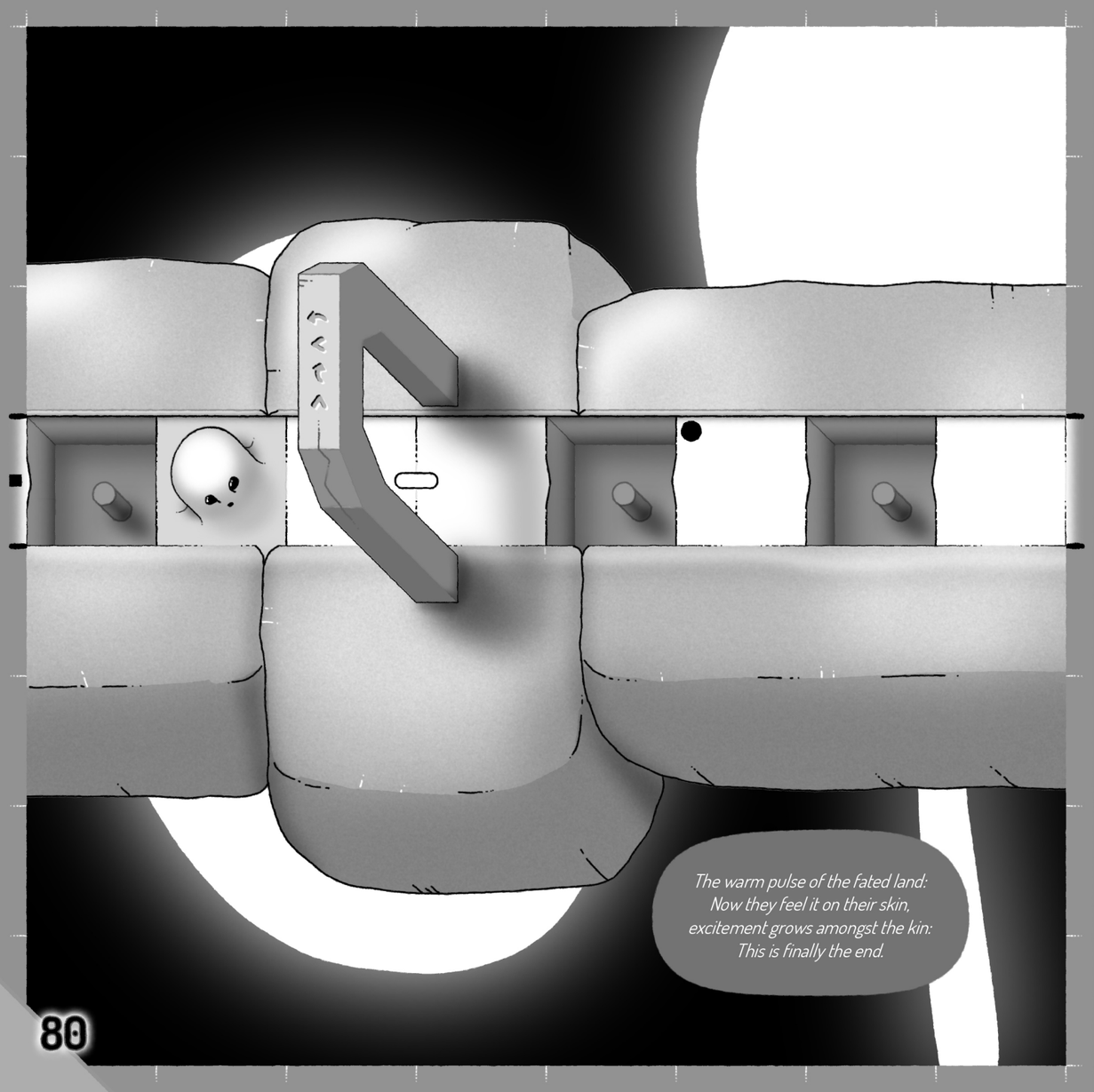

#55
!

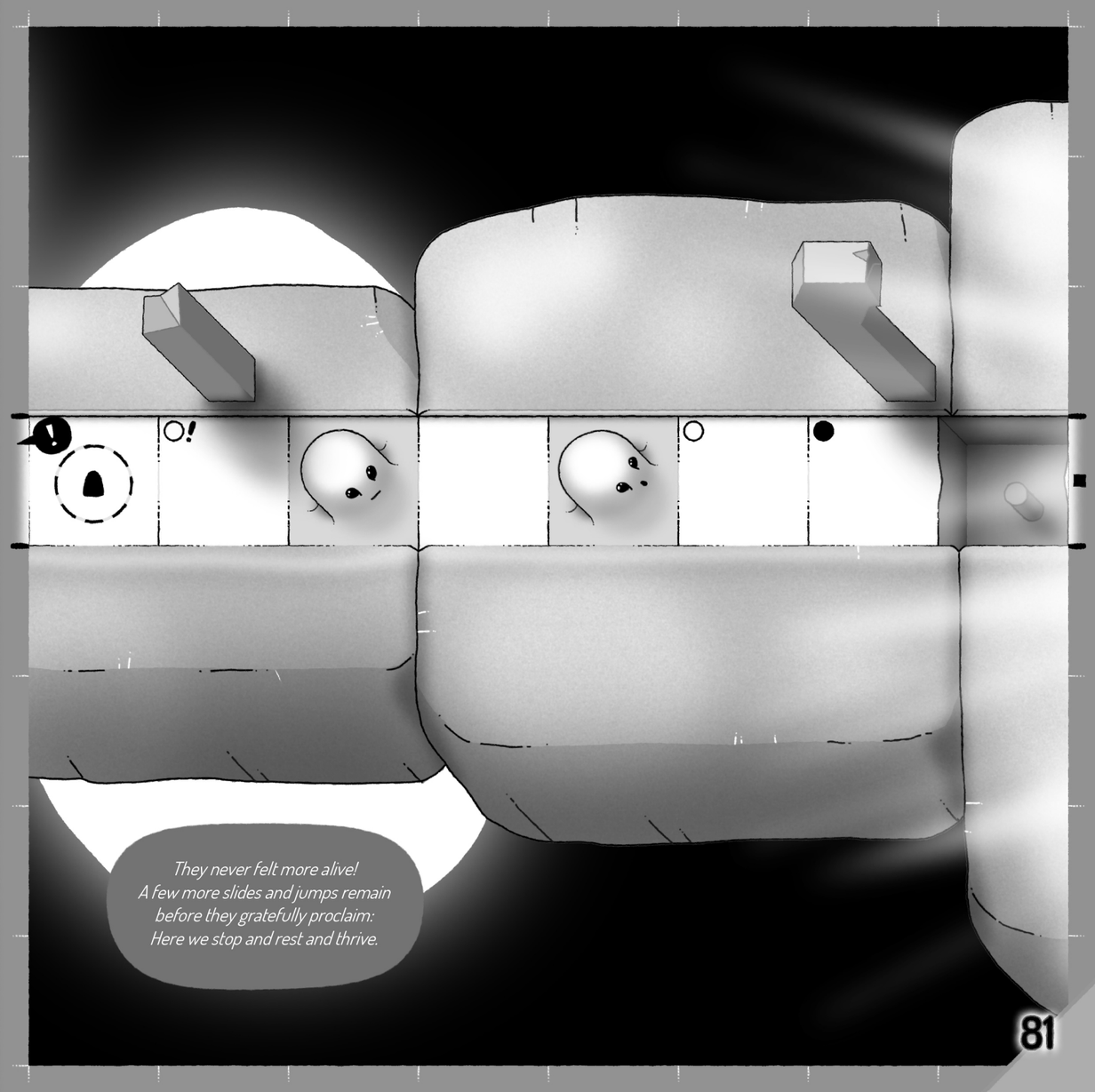

To page-traverse with two Shepherds, they must be in a single stack.
#56

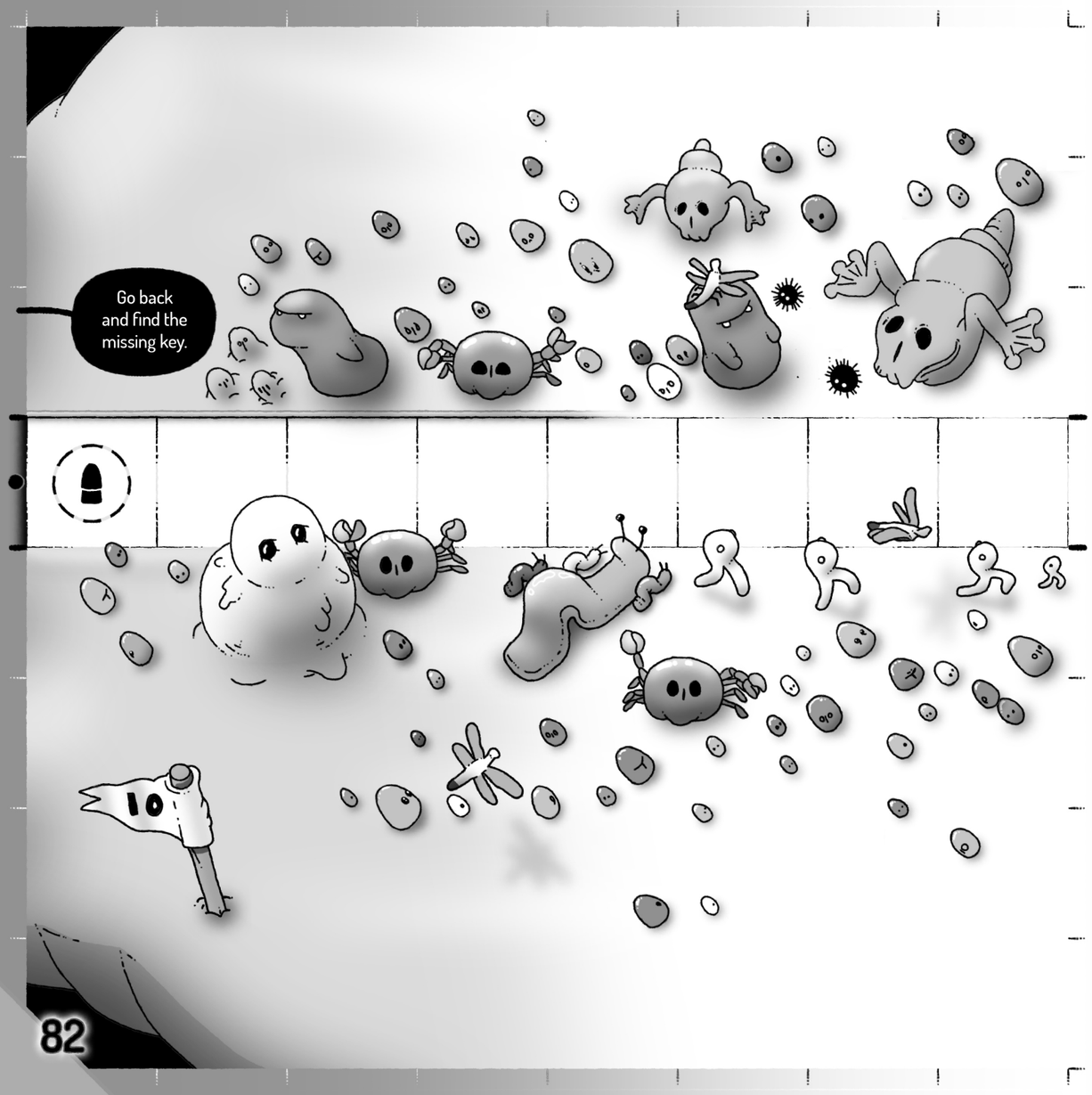

#57

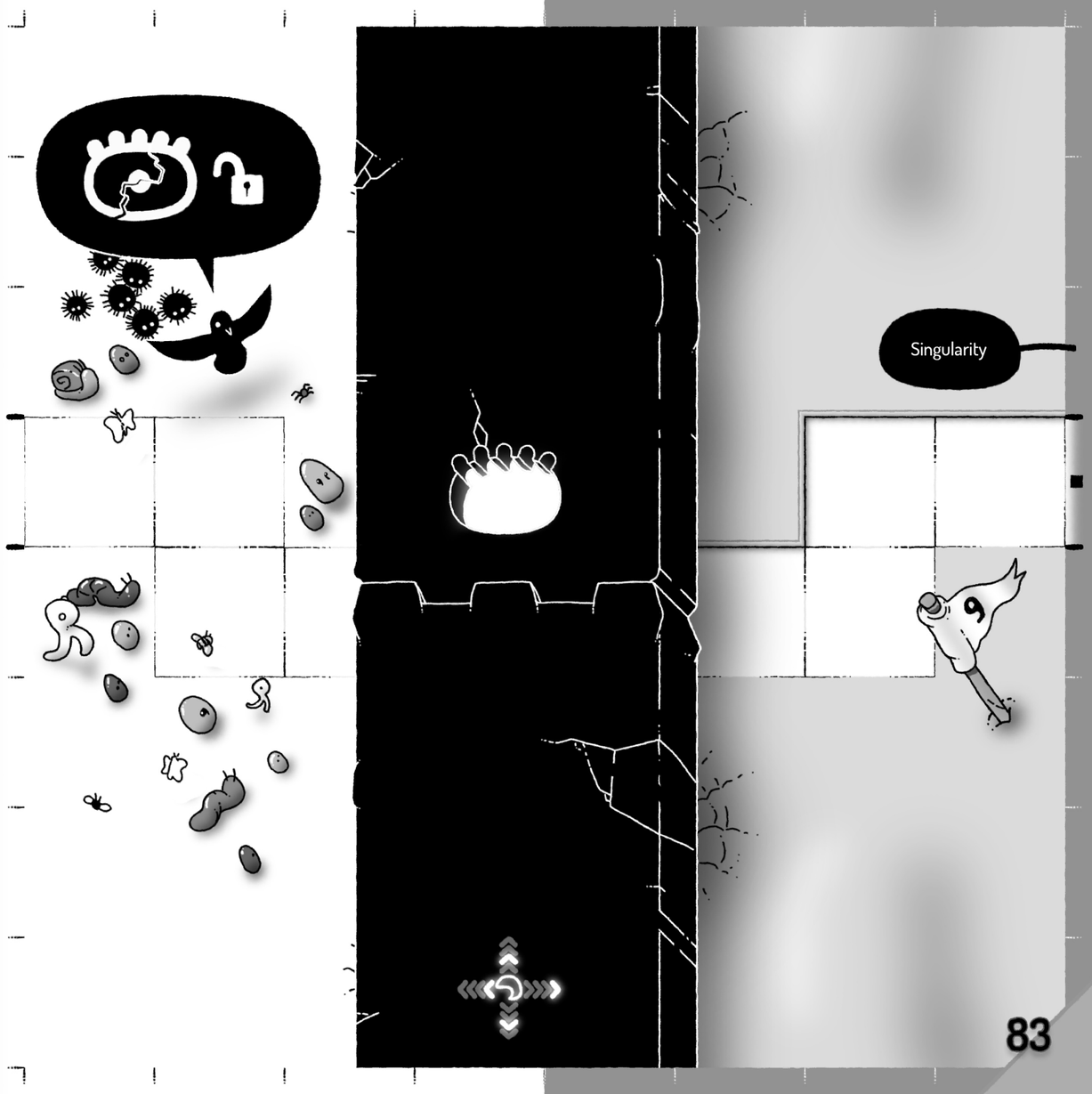

Did you know?
A Shepherd can jump even with another Shepherd stacked on it!

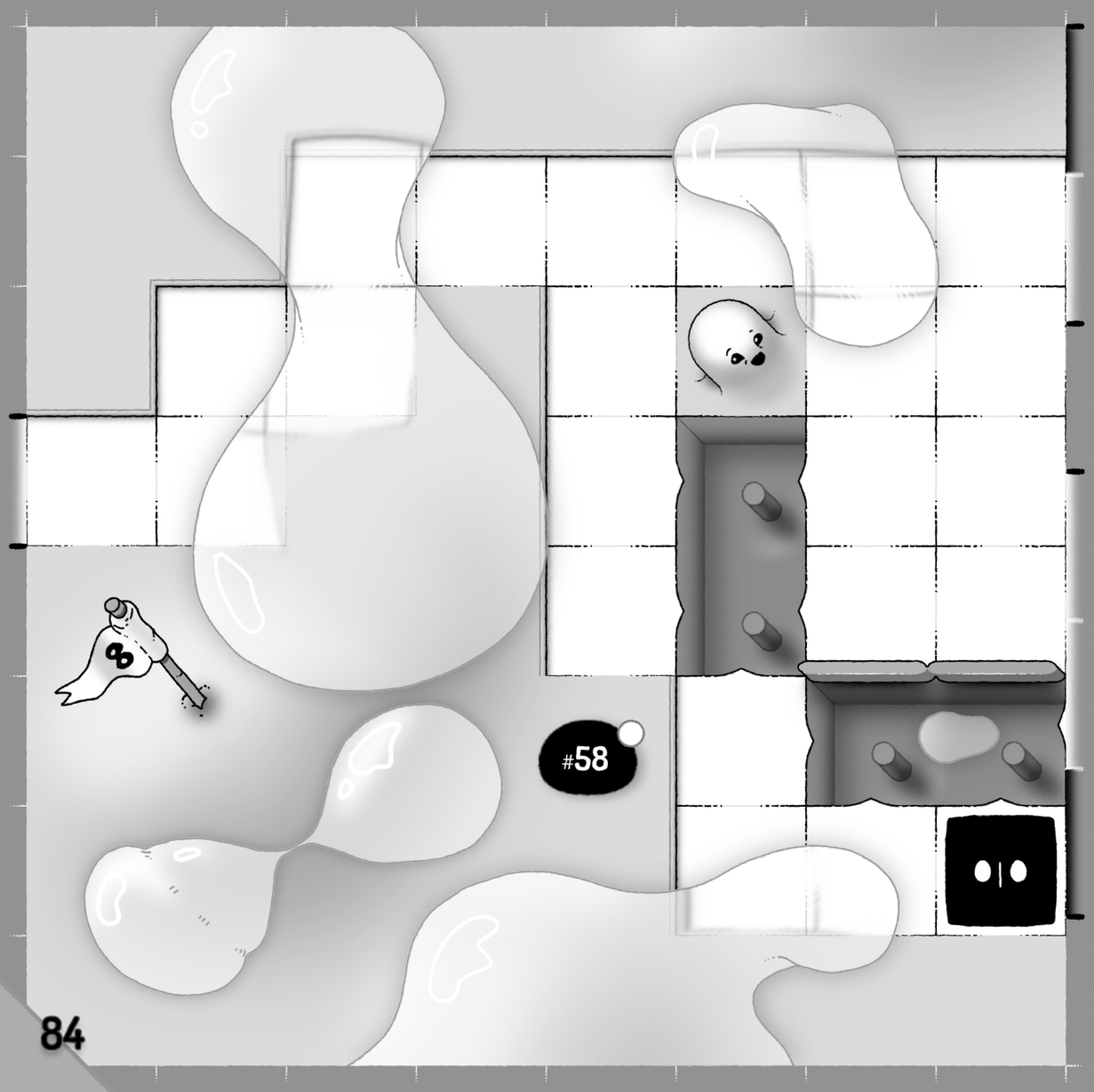


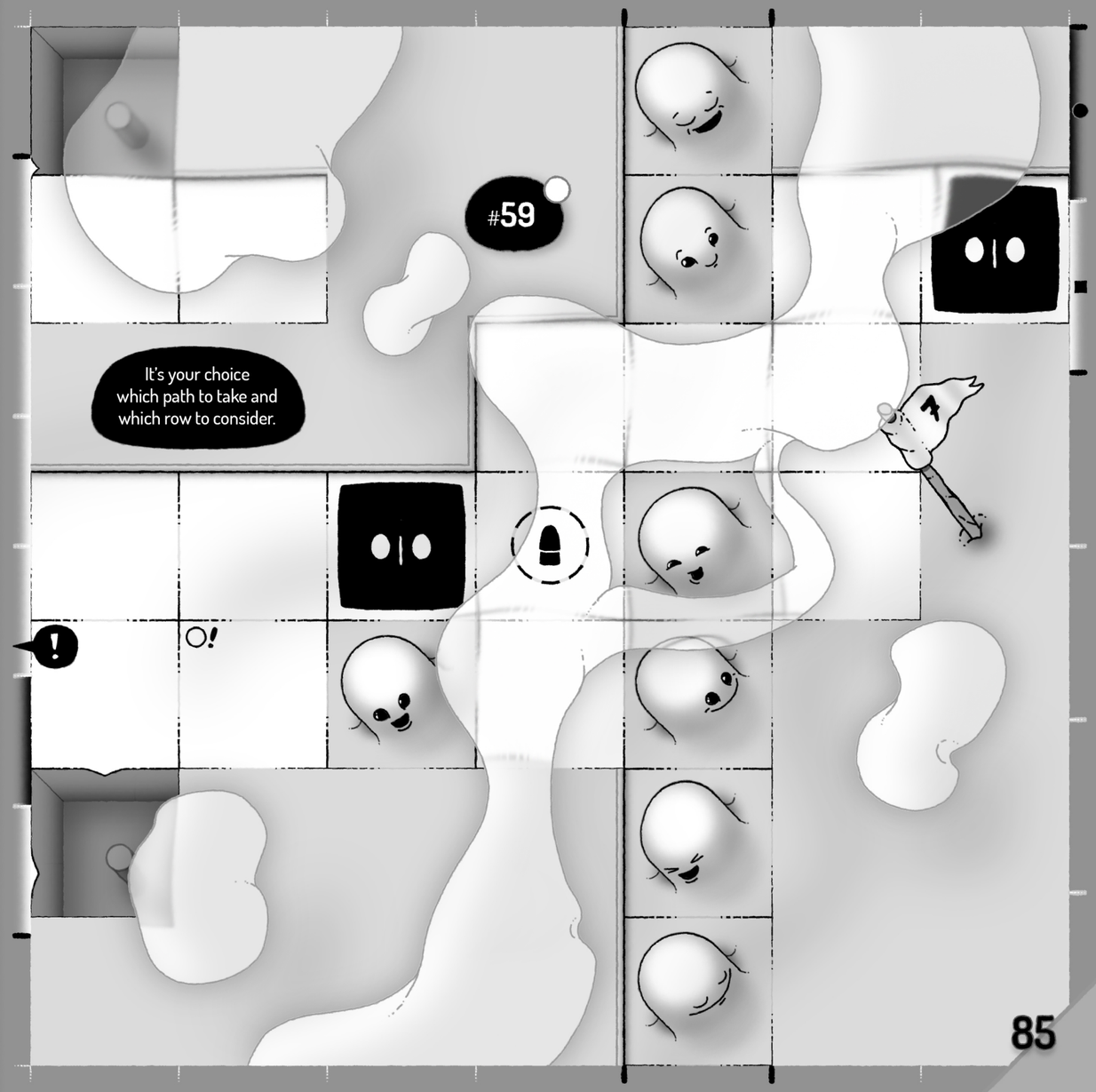

The warm pulse of the fated land:
Now they feel it on their skin,
excitement grows amongst the kin:
This is finally the end.

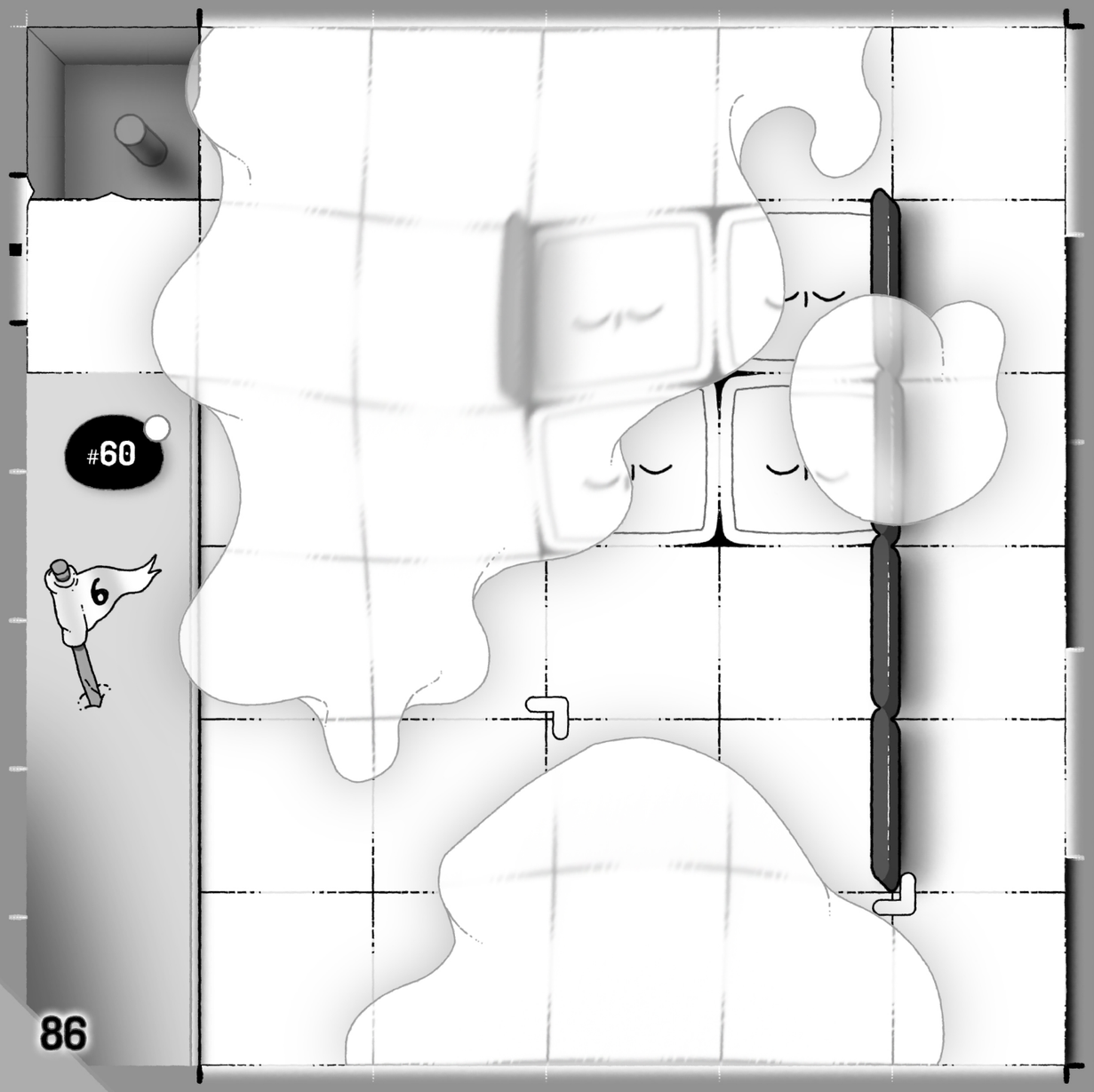

They never felt more alive!
A few more slides and jumps remain
before they gratefully proclaim:
Here we stop and rest and thrive.

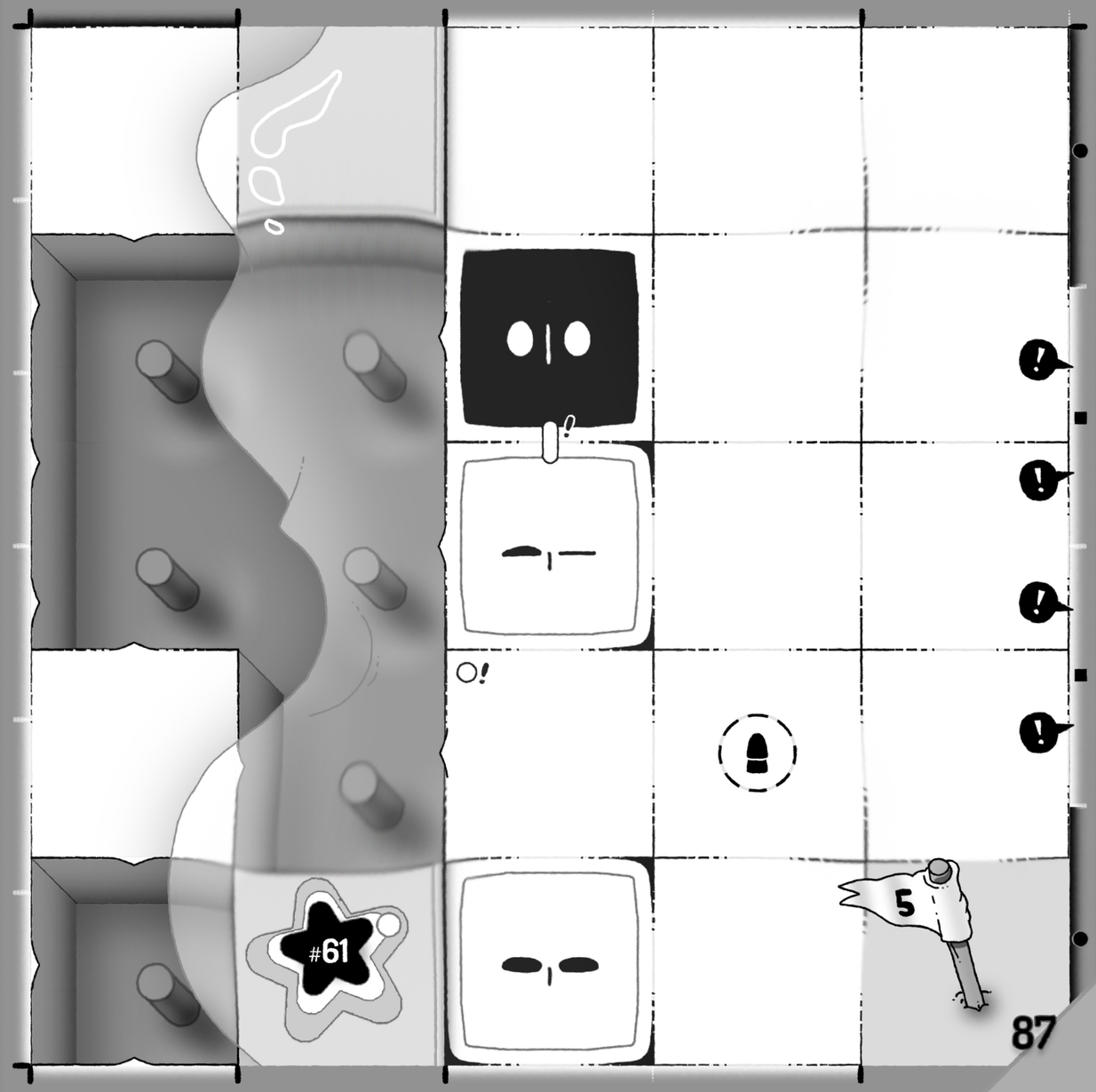

Go back and find the missing key.
10

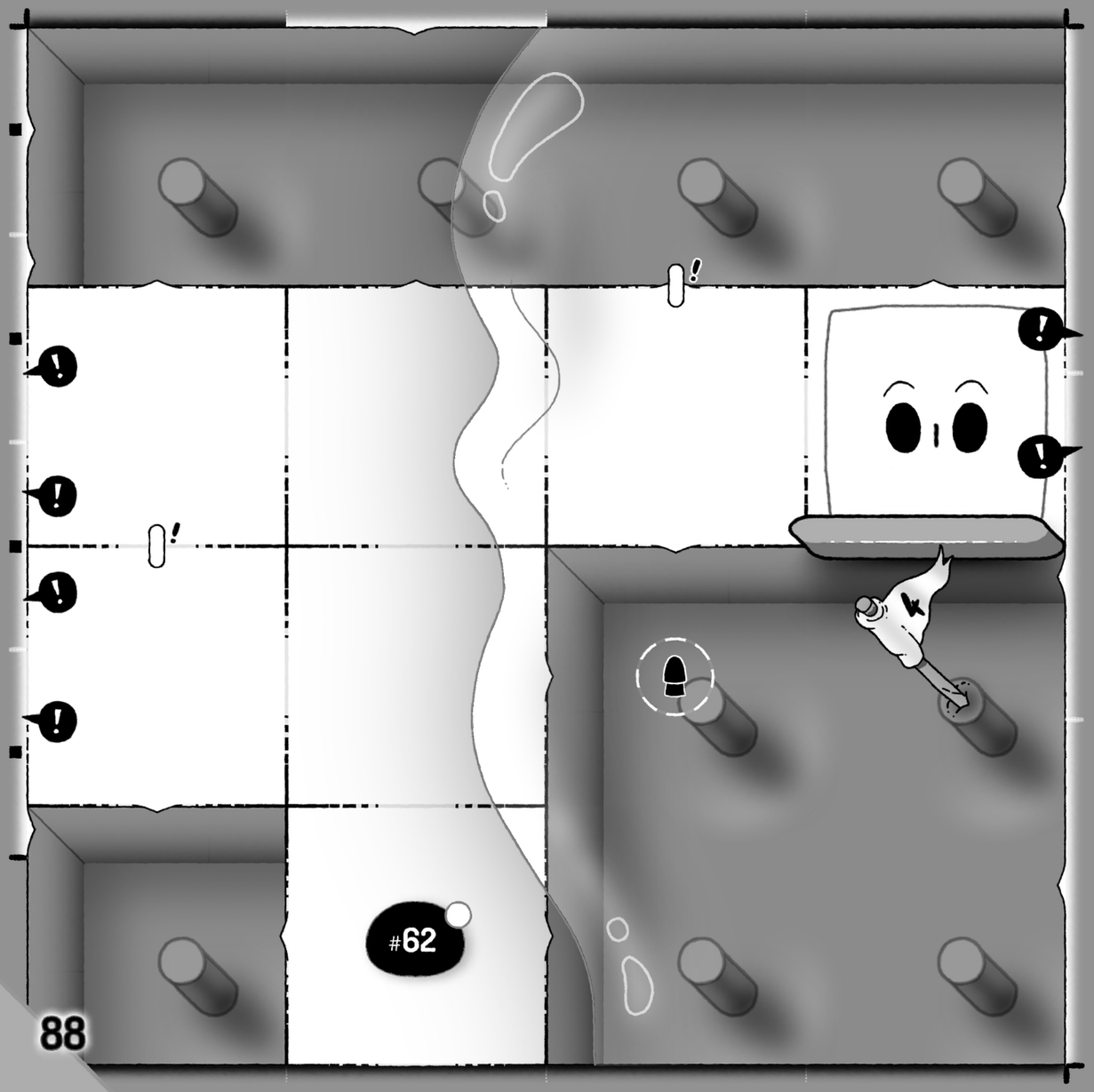

Singularity
9

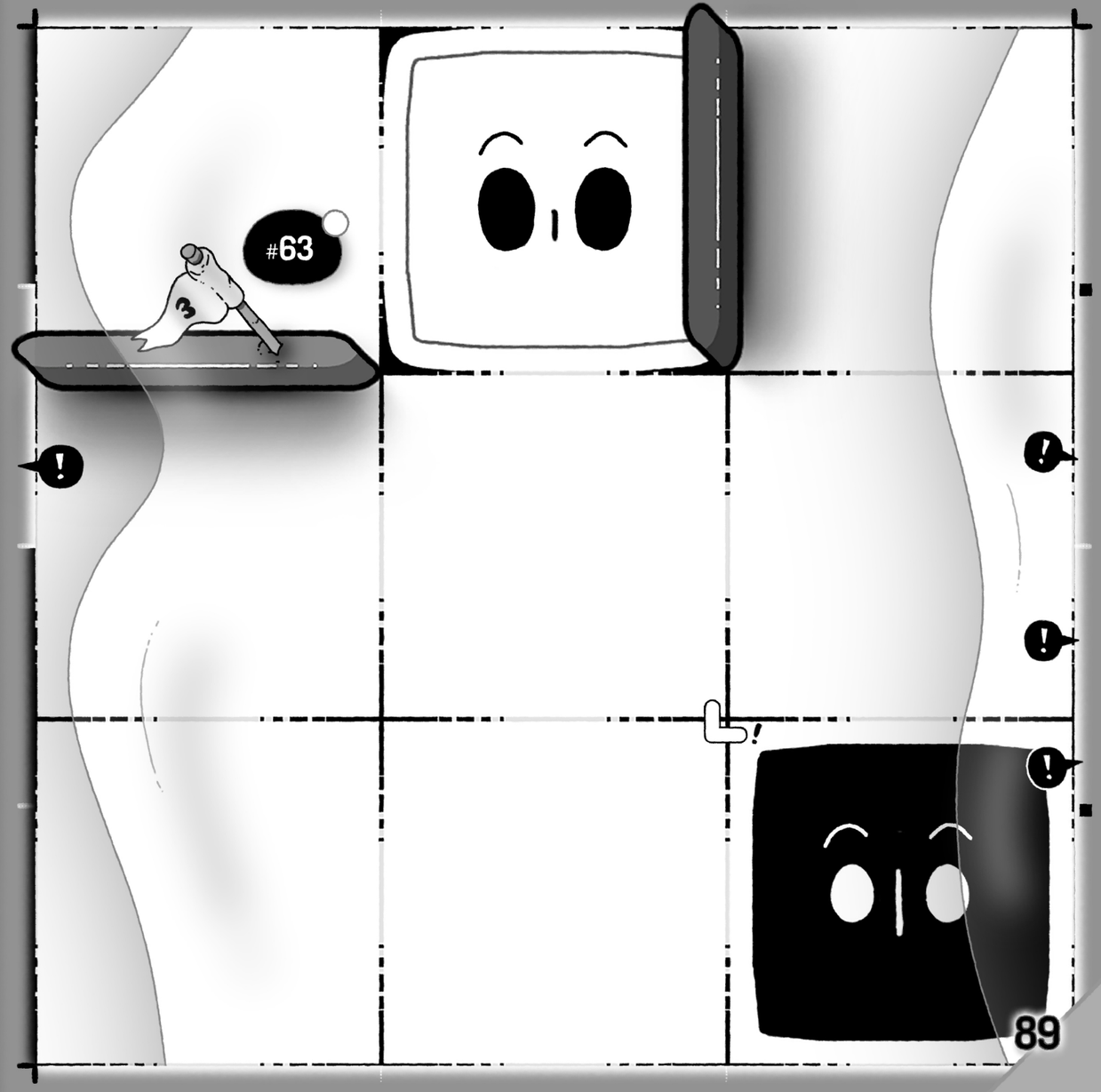

#58

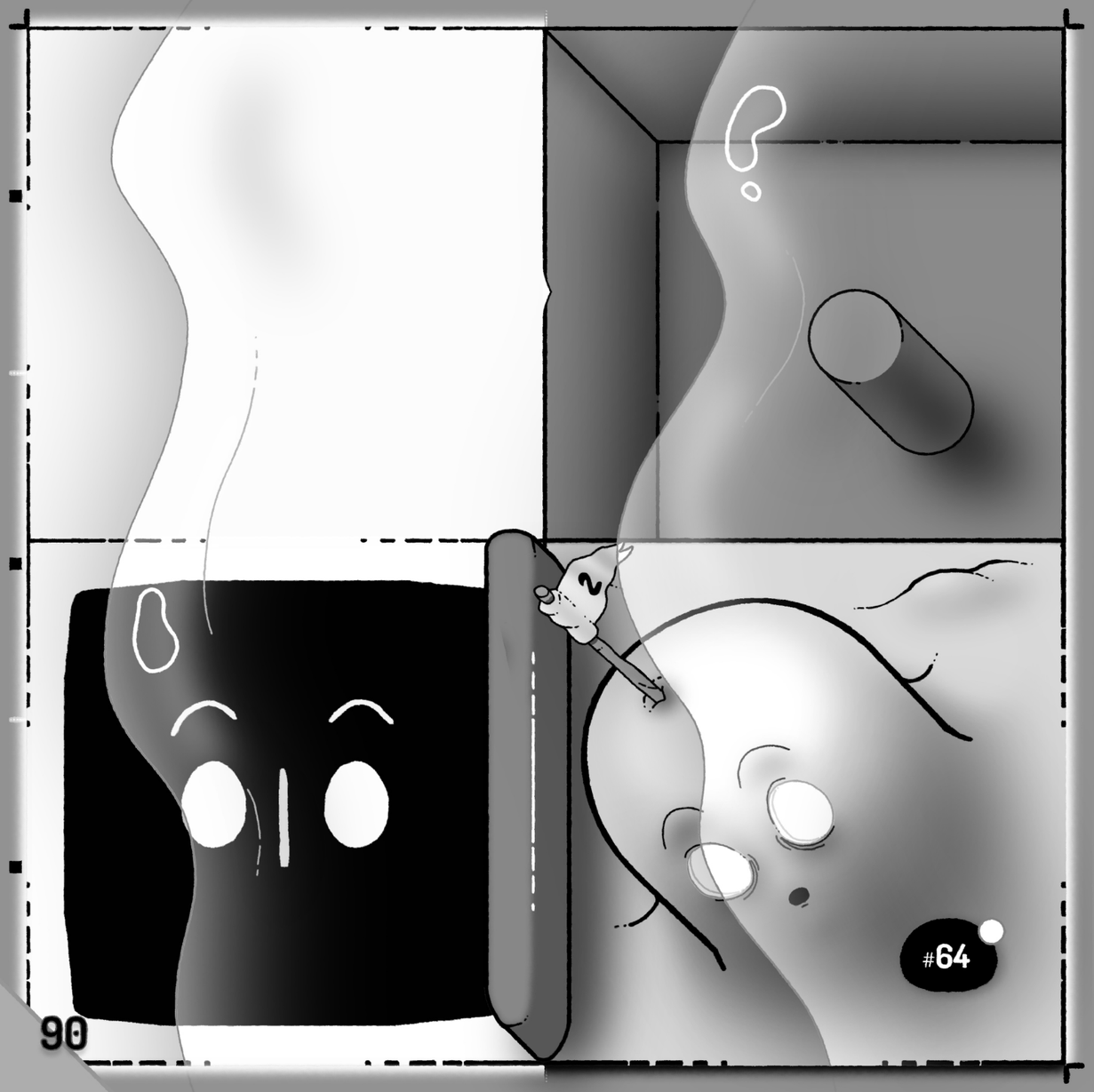

#59
It's your choice which path to take and which row to consider.


#60
6


#61
5


#62


#63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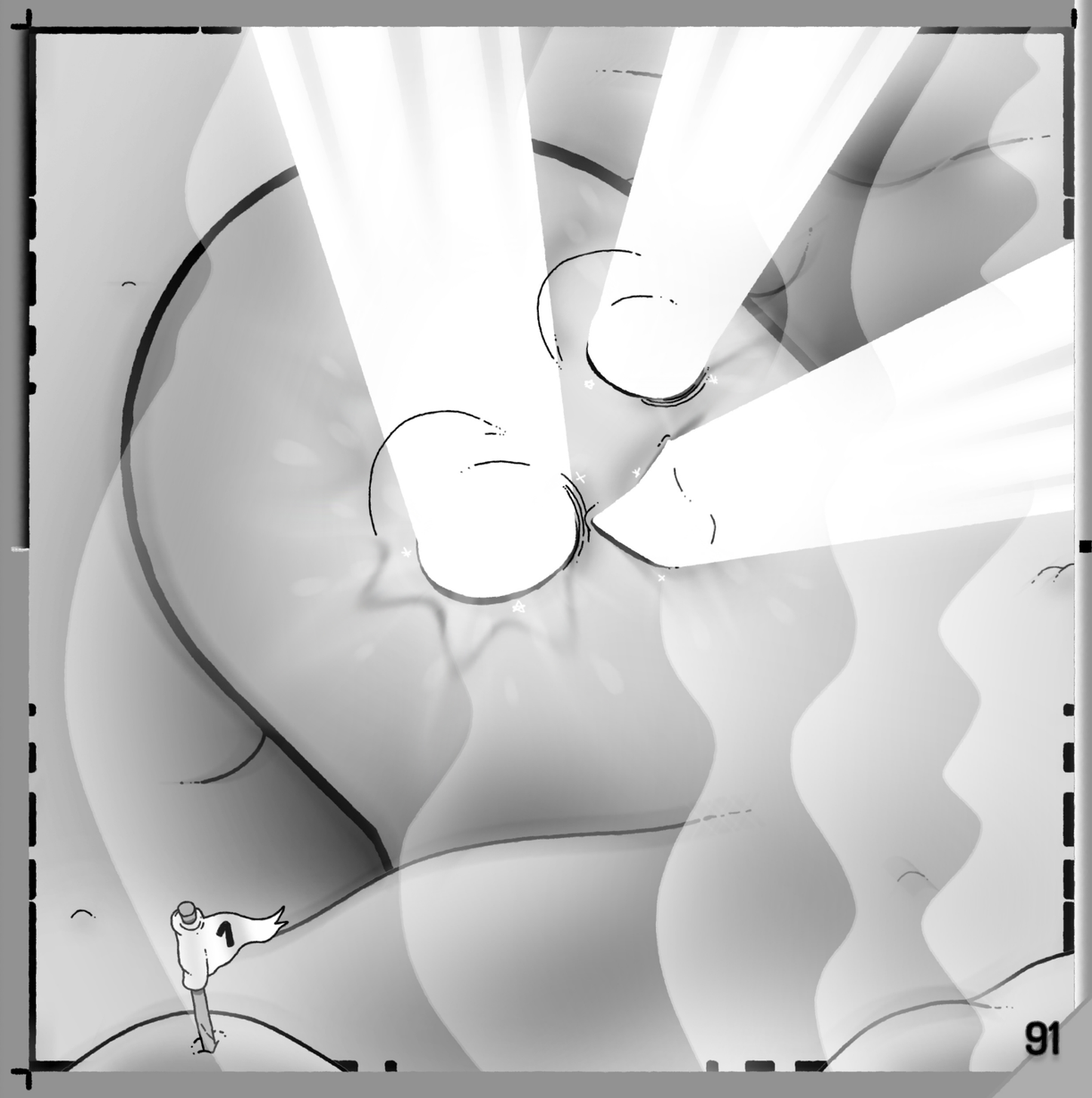
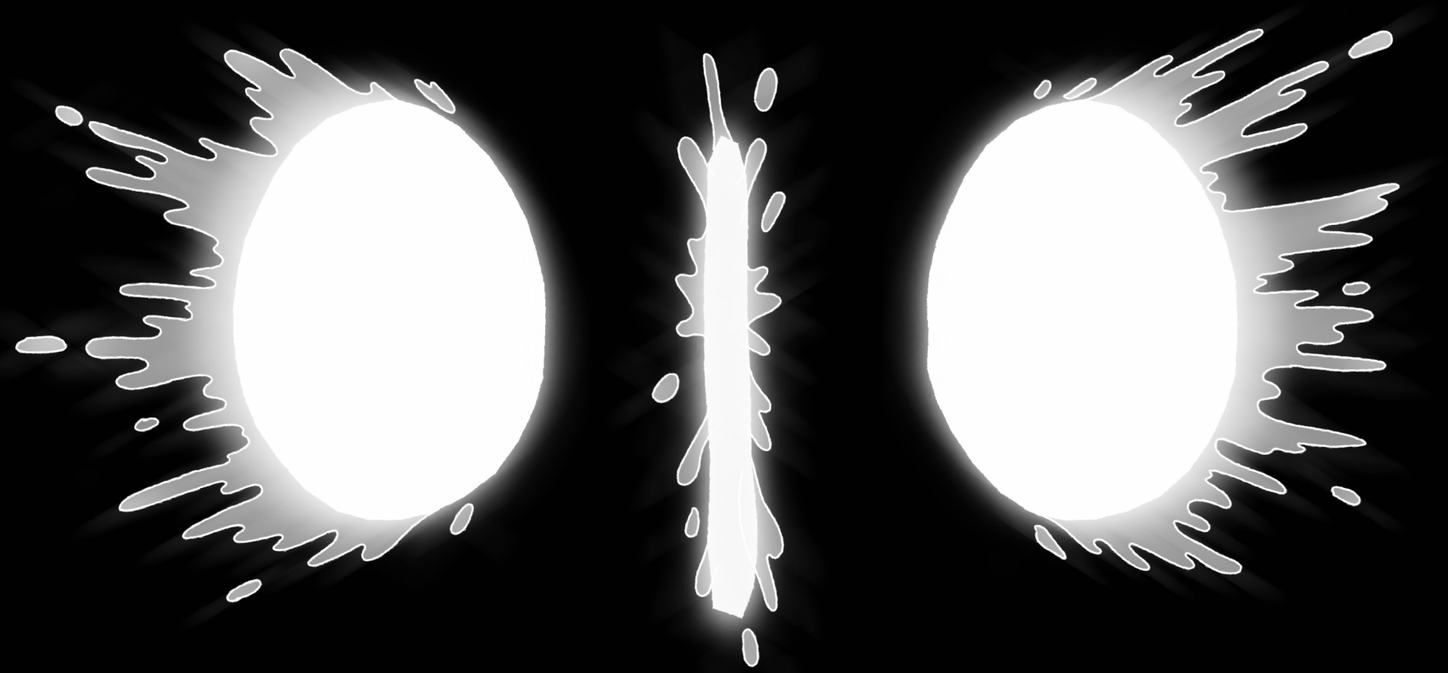
2
#64


1

#65

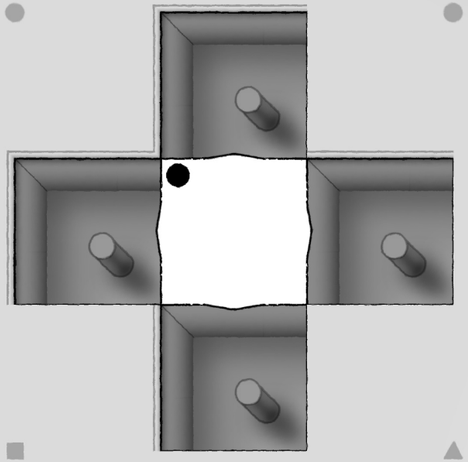


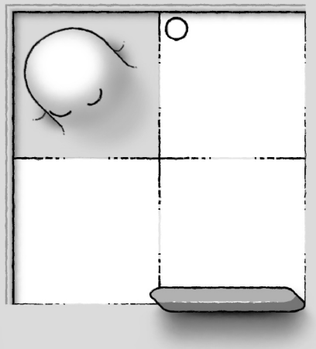
Although some were lost in alternate paths,
dead-ended in past, now part of fantasm;

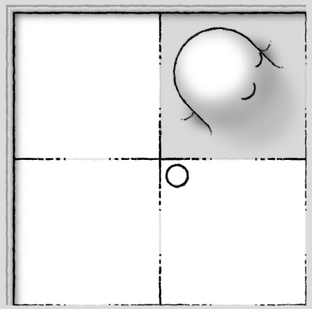
Although some had no resting place of their own,
just stepping stones, bridging a chasm;

You're finally home and thus it is true:
You aren't alone, they're all home with you.

The End







Congratulations!

Thank you for playing my game. I hope you had a good time.

In August 2023, I had had an idea about combining physical figurines with a puzzle book. In September 2024, I finished the first draft of Herd.

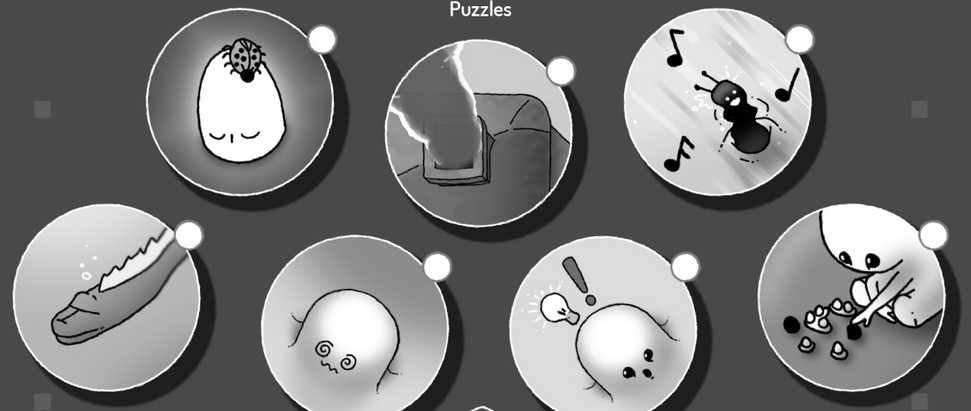
Along the way, many kind people helped – my patient family, encouraging friends, brilliant people from online communities. Within the solver app, made by Jakub Ukrop, I endlessly experimented with puzzles, improving them. With figurine prototypes, modelled by Vojta Karen, I played the game as it should be experienced right from the start, strengthening my faith in the project.

I was inspired by block-pushing videogames, trying to put my own physical twist on the genre. Games that left the biggest imprints were: Stephen's Sausage Roll, Can Of Wormholes, Corrypt, Linelith, A Monster's Expedition and Leap Year. Herd also wouldn't be the same without the music that was on repeat during the development: Kali Malone: All Life Long, Slowmotion Livestream: Drevesa se nam smejijo, Hiromi: Sonicwonderland, Floating Points: Cascade, Rachmaninoff: Piano Concerto No. 2, Auren Snyder & Disasterpeace: The Floor Is Jelly, Brave Little Abacus: Masked Dancers and Patricia Taxxon: Bicycle.

Until next time, Blaž

THE 100 ROOM

Puzzles



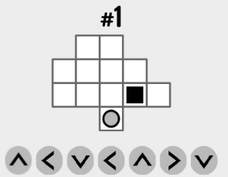
Collectables

?

SOLUTIONS

CHAPTER I

#1



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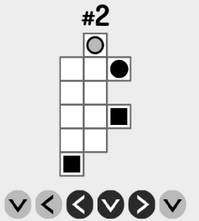

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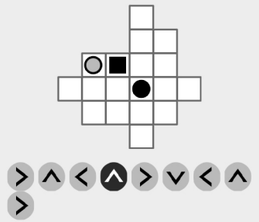

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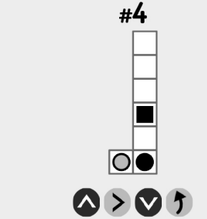

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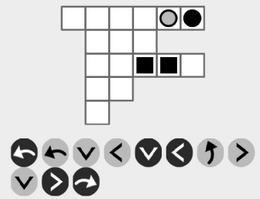

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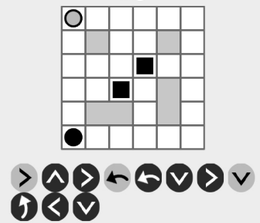

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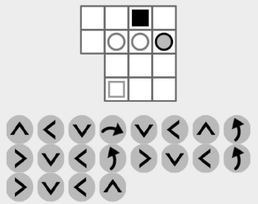

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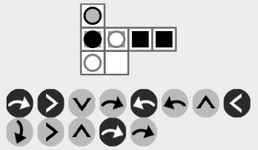

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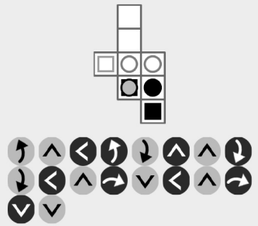

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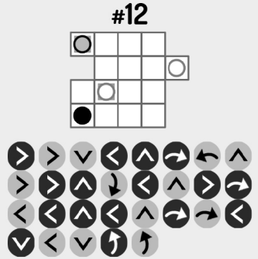

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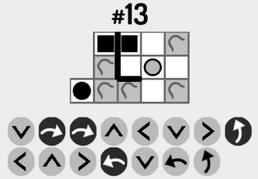

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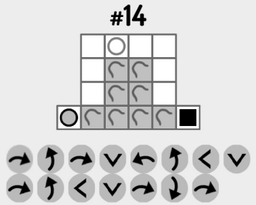

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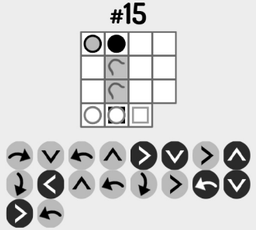

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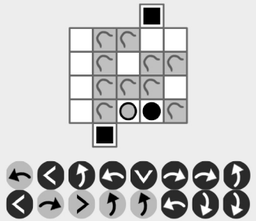

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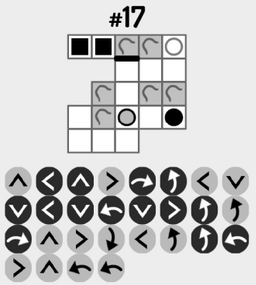

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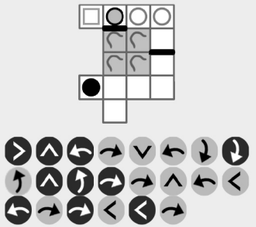

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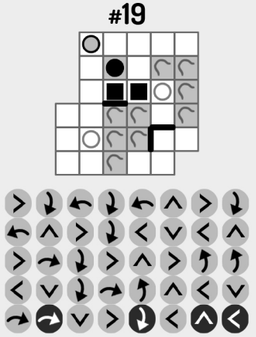

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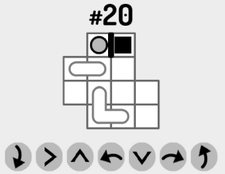

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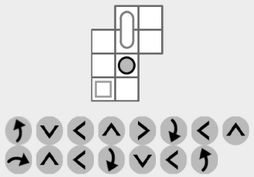

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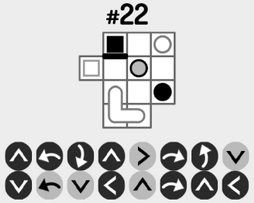

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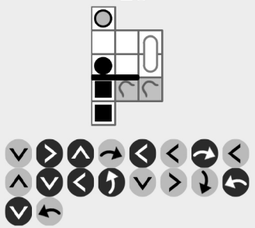

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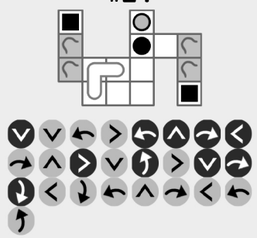

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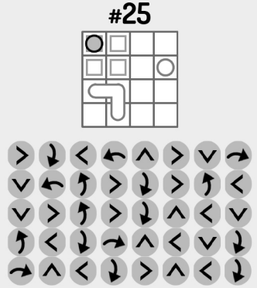

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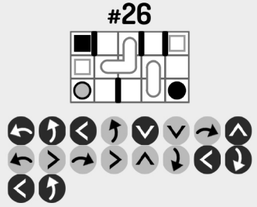

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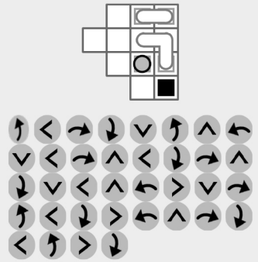

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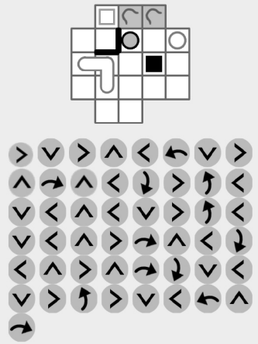

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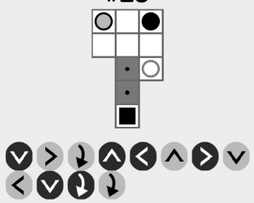

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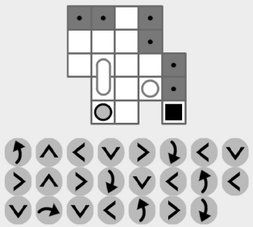

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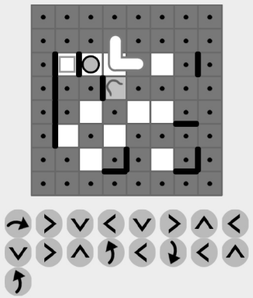

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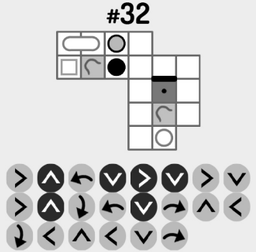

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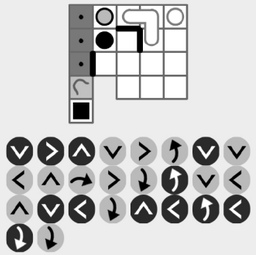

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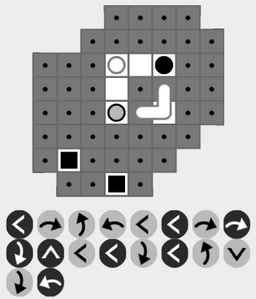

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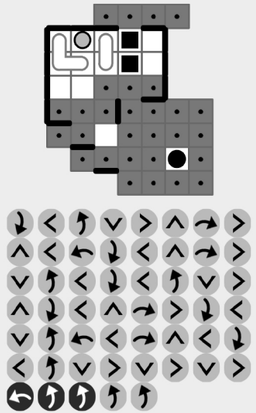
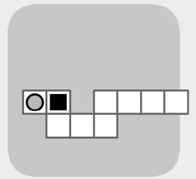


? SOLUTIONS: CHAPTER II

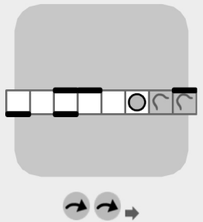
Solving **Chapter II** puzzles requires you to travel through mutliple puzzles and sometimes revisit a puzzle multiple times. Symbol Ⓢ signifies the instance of a puzzle in which this puzzle is solved.

#36 Ⓢ

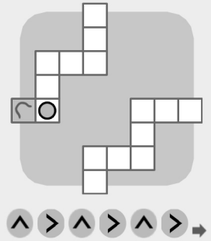


Solved!

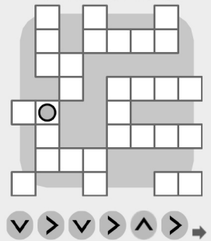
➡ PAGE 50



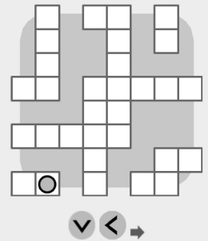
➡ PAGE 51



➡ PAGE 52 (A)



➡ PAGE 53 (A)



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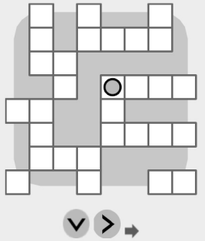

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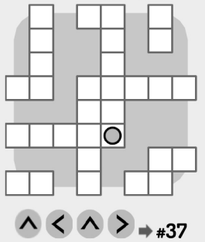
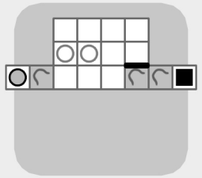


➡ #37

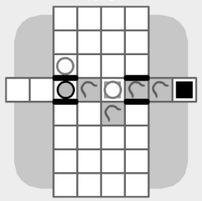
PAGE 53 (B) ➡

#37 Ⓢ



Solved!

#38 Ⓢ



Solved!

➡ #39 (A), #39 (B)

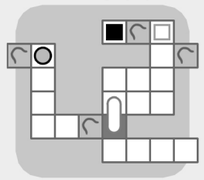
#39 (A) Ⓢ

Solved!

#38 ➡

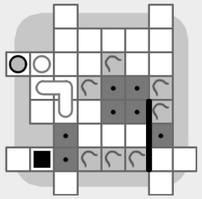
#39 (B)

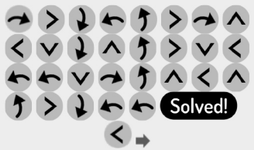
#40 (A)



➡ #41 (A), #41 (B)

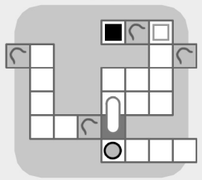
#41 (A) Ⓢ





Solved!

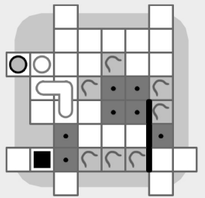
#40 (B) Ⓢ



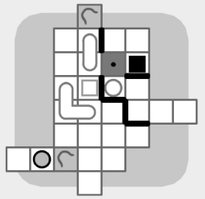
Solved!

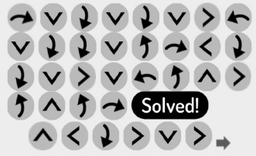
#40 (A) ➡

#41 (B)



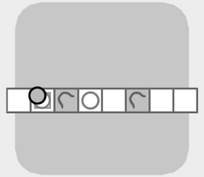
#42 Ⓢ





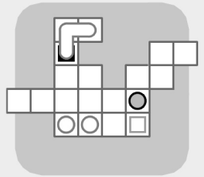
Solved!

#43 (A) Ⓢ

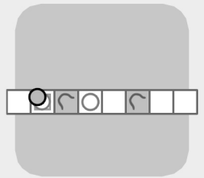


Solved!

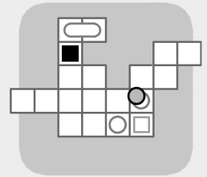
#44 (A)



#43 (B)

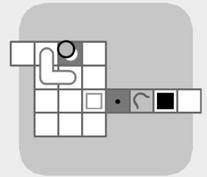


#44 (B) Ⓢ



Solved!

#45 (A) Ⓢ

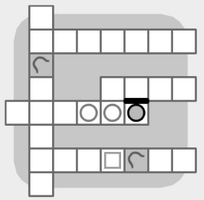


Solved!

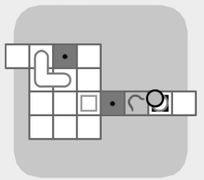
➡ #46 (A)

#45 (A) ➡

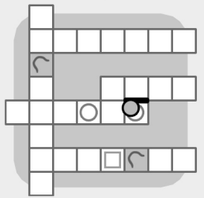
#46 (A)



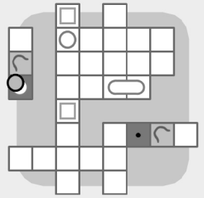
➡ #45 (B)



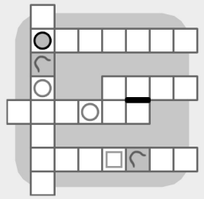
➡ #46 (B)



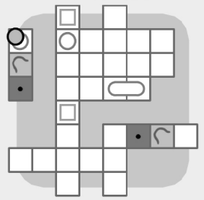
➡ #47 (A)



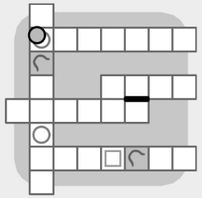
➡ #46 (C)



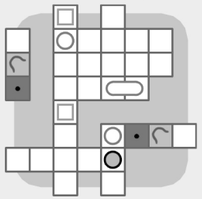
➡ #47 (B)



➡ #46 (D) Ⓢ



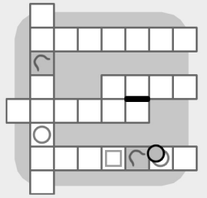
➡ #47 (C)



➡ #46 (E)

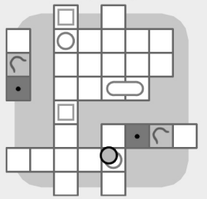
#47 (C) ➡

#46 (E)



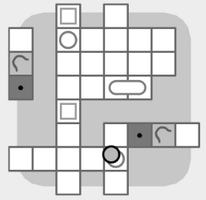
➡ #47 (D), #47 (E)

➡ #47 (D) Ⓢ

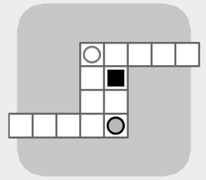


#46 (E) ➡

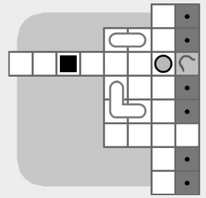
#47 (E)



➡ #48 (A)

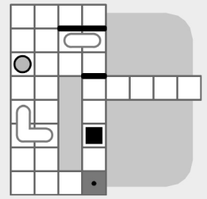


➡ #49 (A)



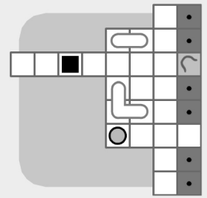
➡ #50 (A), #50 (B)

➡ #50 (A)



➡ #49 (B), #49 (C)

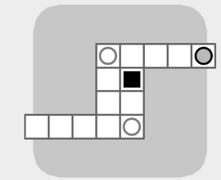
➡ #49 (B)



➡ #48 (B)

#49 (B) ➡

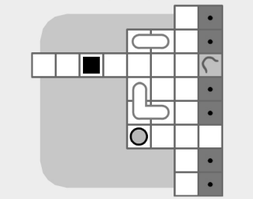
#48 (B) S



Solved!

#50 (A) ➡

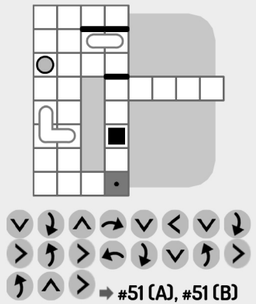
#49 (C) S



Solved!

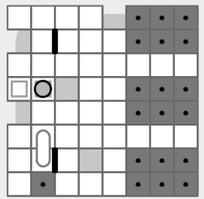
#49 (A) ➡

#50 (B)

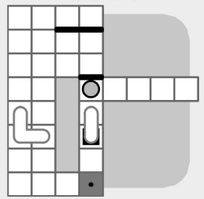


➡ #51 (A), #51 (B)

➡ #51 (A)



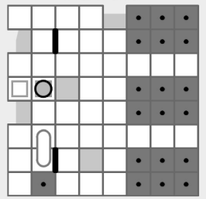
➡ #50 (C) S



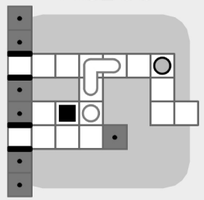
Solved!

#50 (B) ➡

#51 (B)



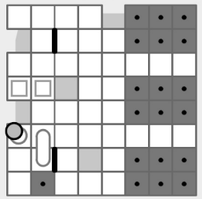
➡ #52 (A)



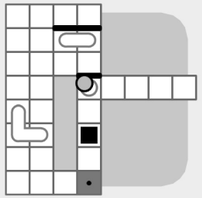
➡ #51 (C), #52 (E) #52 (F)

#52 (A) ➡

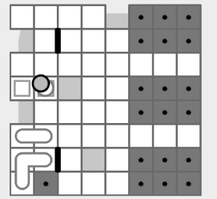
#51 (C)



➡ #50 (D)



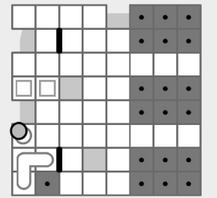
➡ #51 (D) S



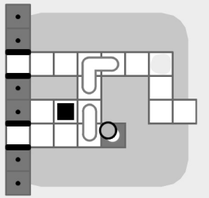
Solved!

#52 (A) ➡

#51 (E)



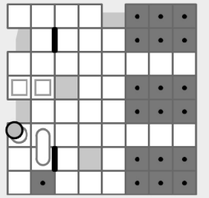
➡ #52 (B) S



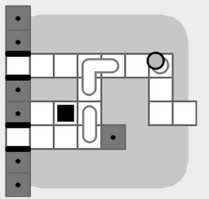
Solved!

#52 (A) ➡

#51 (F)



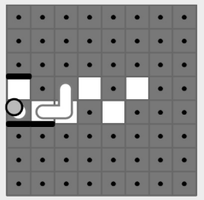
➡ #52 (C)



➡ PAGE 72 (A)

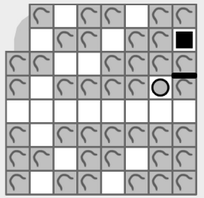
#52 (C) ➡

PAGE 72 (A)

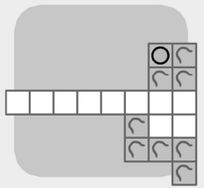


➡ #53 (A), #53 (C)

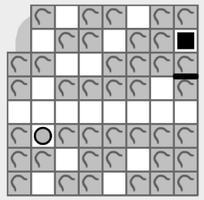
➡ #53 (A)



➡ # PAGE 70



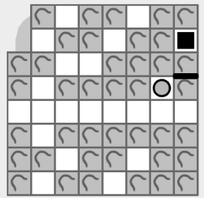
➡ #53 (B) Ⓢ



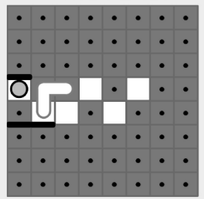
Solved!

PAGE 72 (A) ➡

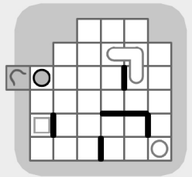
#53 (C)

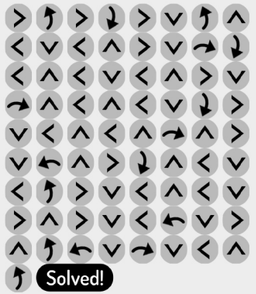


➡ PAGE 72 (B)



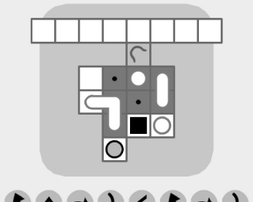
➡ #54 Ⓢ





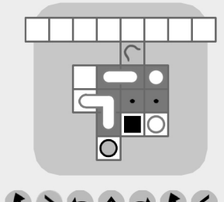
Solved!

#57 (A) Ⓢ

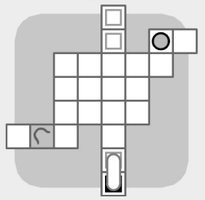


Solved!

#57 (B)

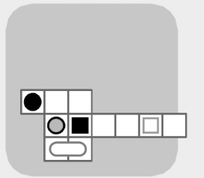


➡ #56 (A)



➡ #55 (A), #55 (B)

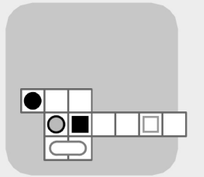
➡ #55 (A) Ⓢ



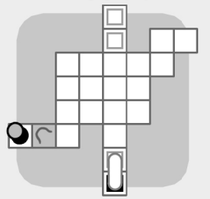
Solved!

#56 (A) ➡

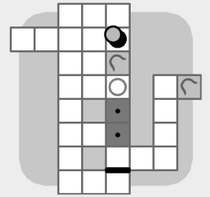
#55 (B)



➡ #56 (B)

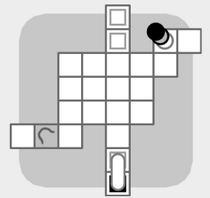


➡ PAGE 78 (A)



➡ #56 (C), #56 (D)

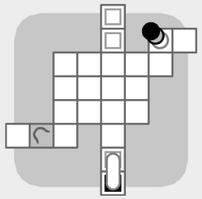
➡ #56 (C) Ⓢ



Solved!

PAGE 78 (A) ➡

#56 (D)



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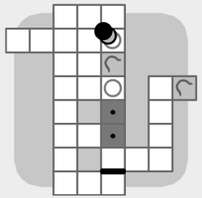

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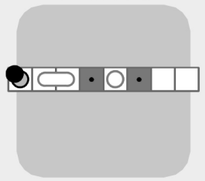

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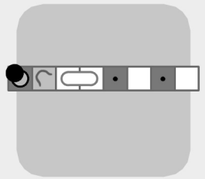

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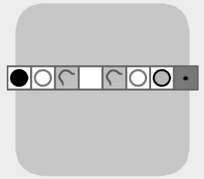

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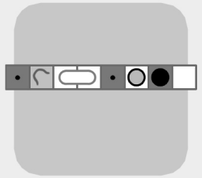

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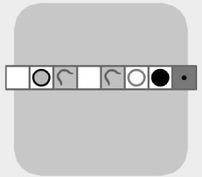

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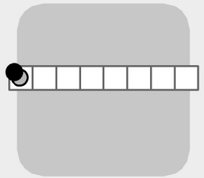
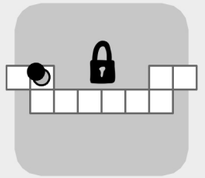


➡ PAGE 83 (A)

PAGE 82 ➡

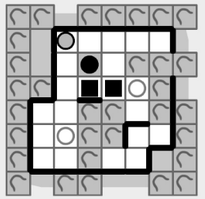
PAGE 83 (A)



2 keys needed

➡ #19 (B), #35 (B)

➡ #19 (B)



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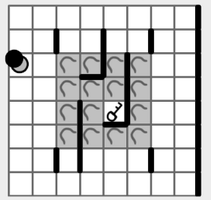

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PAGE 83 (A) ➡

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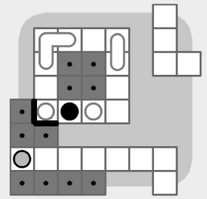
➡ PAGE 45



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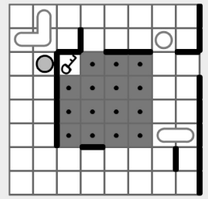

Key obtained

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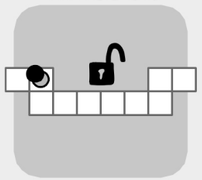
PAGE 27, PAGE 46 ➡

PAGE 83 (B)



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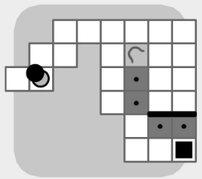

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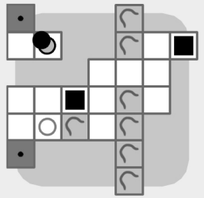

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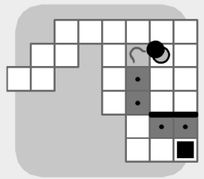

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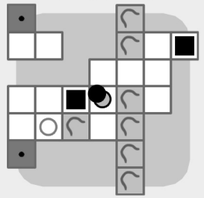
➡ #59 (B), #59 (C)

➡ #59 (B)



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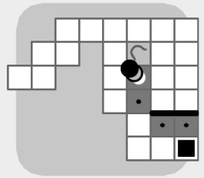
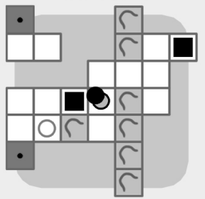


Use row 7 of #59

Solved!

#58 (B) ➡

➡ #59 (C) Ⓢ



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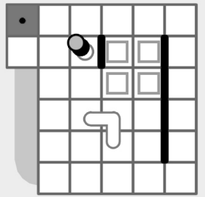

Solved!

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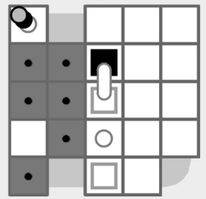

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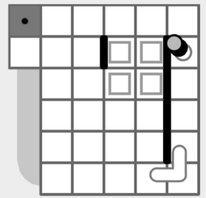

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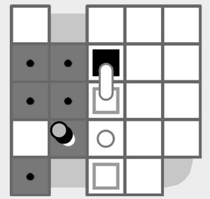

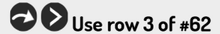

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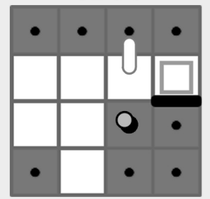
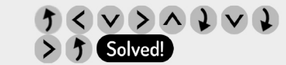
➡ #62 (A), #62 (B)

➡ #62 (A) Ⓢ

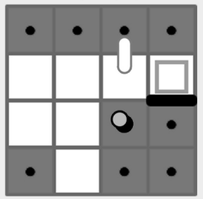




Solved!

#61 (B) ➡

#62 (B)



Use row 1 of #63 ➡

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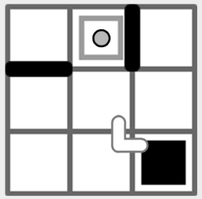

Use row 2 of #62 ➡

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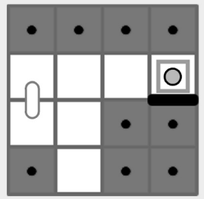

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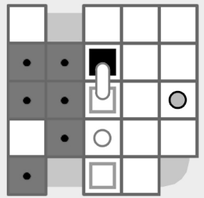
➡ #61 (C), #61 (D)

#62 (C) ➡

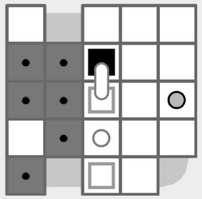
#61 (C) Ⓢ



Solved!

#62 (C) ➡

#61 (D)



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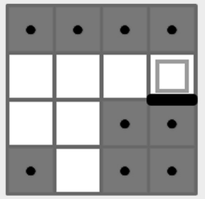
➡ #62 (D), #62 (E)

#61 (D) ➡

#62 (D)



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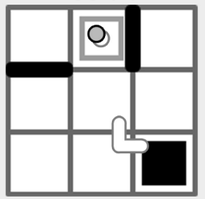


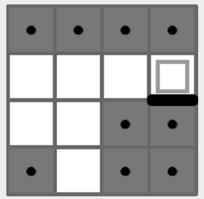
Solved!

➡ #64 (A) Ⓢ

Solved!

#61 (D) ➡

#62 (E)



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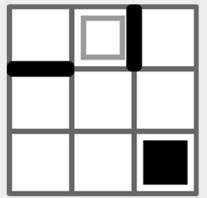
➡ #63 (C)

#62 (E) ➡

#63 (C)

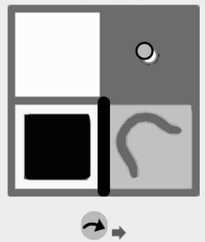


Use row 1 of #64

➡ #64 (B)

#63 (C)

#64 (B)



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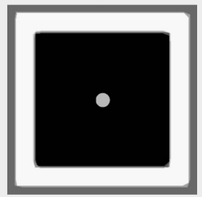
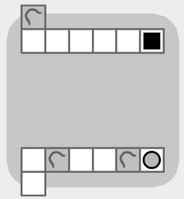
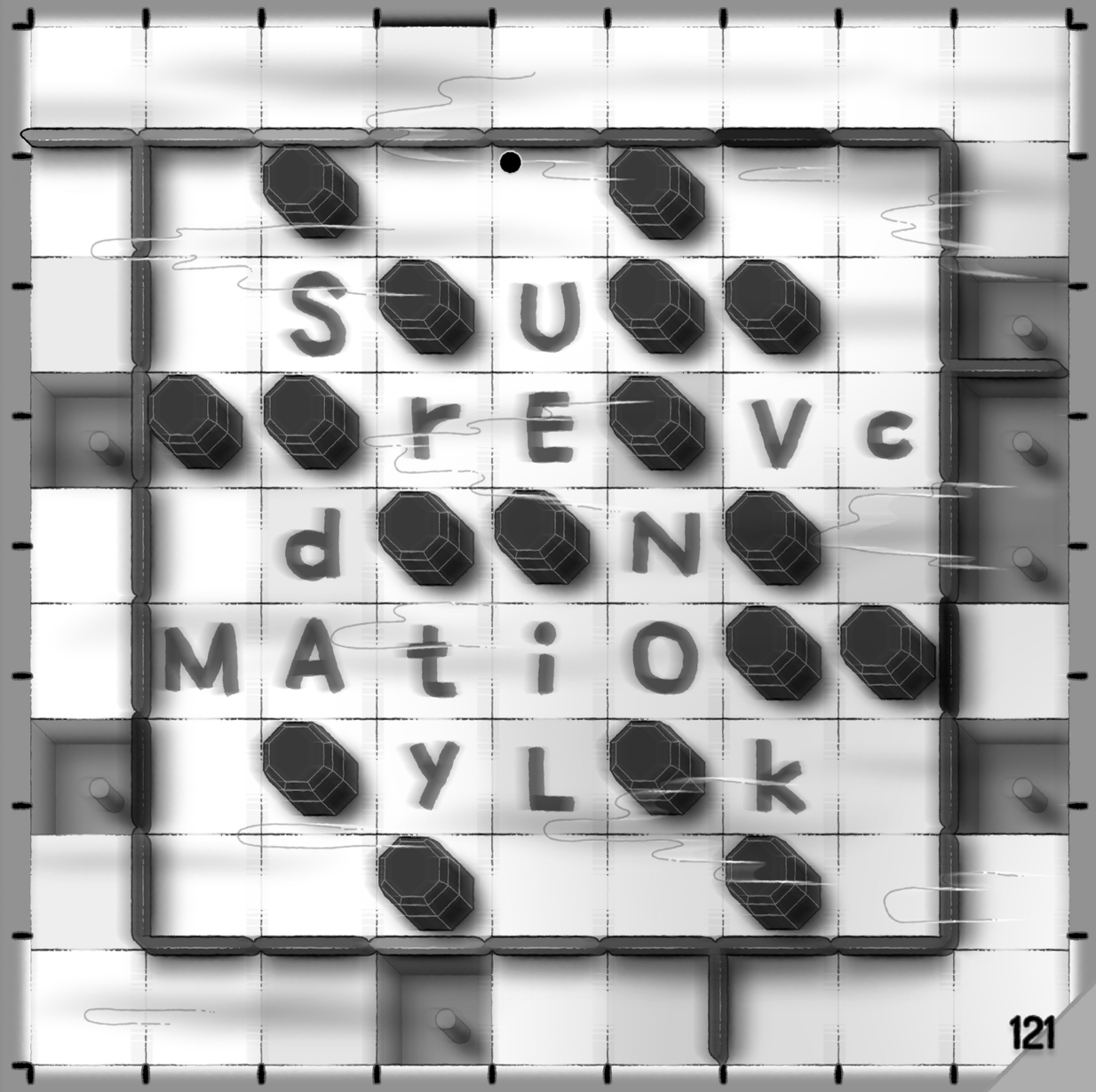


Solved!

2





?
RULES REFERENCE

CHAPTER I

A. SOLVING A PUZZLE

You set up a puzzle by placing the correct pieces onto the grid, as shown by little markings in the corners of the tiles.

Black pieces are known as *Shepherds*; white pieces are known as *Sheep*.

Your goal is to end the puzzle with each end tile occupied by the piece depicted on it. (➡ ***F. End Tiles***)

B. SLIDING

A Shepherd can be slided in cardinal directions. When it slides, it can't stop or change direction until it hits the edge of the grid or another piece occupying the next tile on the path.

An end tile doesn't stop sliding by itself.

C. JUMPING

A Shepherd can also jump in cardinal directions. It always jumps over another piece or a stack and for exactly 2 spaces. It can't jump over unoccupied tiles or over the edge of the grid. A jump doesn't automatically continue into a slide.

A Shepherd can jump even with another Shepherd stacked on it (which is relevant for some late-game puzzles).

D. STACKING

If a Shepherd jumps onto a tile occupied by another piece, it stacks on this piece. This piece can be either a Shepherd, a Sheep or a bump. (➡ ***E. Sheep***, ***G. Bumps***)

The stacked upon piece stays under the Shepherd and slides with it. When the Shepherd jumps the next time, it unstacks and leaves the other piece behind.

A stack can contain more than 2 pieces.

E. SHEEP

Sheep can't be moved on their own, but they can be jumped over or stacked upon.

F. END TILES

You must end the puzzle with each end tile occupied solely with the piece depicted on it. If pieces are stacked on an end tile, the puzzle isn't solved.

A *Herd* can cover an end tile to solve the puzzle, but only if no Sheep in this Herd is stacked upon. (➡ ***I. Herds***)

G. BUMPS

Bumps act as any other piece – they can be jumped over or stacked upon. But they can't be moved, so a Shepherd can't slide with a bump stacked under it.

H. WALLS

Walls are impassable. A Shepherd can't slide through a wall or jump over it.

Herds' sliding is also blocked by walls. (➡ ***I. Herds***)

I. HERDS

Sheep can also be part of a *Herd*. A Herd is a piece of 2 or 3 connected Sheep, occupying 2 or 3 tiles on the grid.

A Shepherd can jump over or stack upon each Sheep of a Herd separately. It can even jump over a Sheep to stack upon another Sheep of the same Herd.

If a Shepherd stacks upon a Herd, the shape of this Herd dictates how they can slide together. A Herd can't be rotated during solving!

J. HOLES

Holes are special tiles. Pieces get stuck in them.

Hole borders don't present obstacles and don't stop movement – pieces slide or jump over borders freely.

But when a piece fully enters a hole tile, it immediately becomes stuck. It stops and becomes permanently immovable.

Only the piece directly touching a hole is stuck. Shepherds treat the stuck piece as a bump – they can jump over it, onto it or from it. They can't slide while stacked on it. They can't slide through it.

A *Herd* gets stuck in a hole only when all Sheep that are a part of it are occupying a hole tile. Otherwise, it keeps on sliding. (➡ ***I. Herds***)

K. PAGE TRAVERSAL

A piece or a stack can traverse between pages of the book if tiles on two consecutive pages are horizontally adjacent across borders.

A piece can traverse between the left and the right page of the opened book, or from one side of a book page to its other side.

Page traversal is mandatory, meaning that if two tiles are adjacent across page borders, you can't decide to ignore this connection. The page border doesn't stop movement and the piece/stack slides or jumps over the border to another page.

L. VERTICAL TRAVERSAL

Traversal is also possible vertically. When a piece is moved over the bottom edge of a page, it appears on the top of the same page in the same column – and vice versa.

Like with page traversal, vertical traversal is mandatory. (➡ ***K. Page Traversal***)

M. PAGE BORDERS

Every page counts as its own separate puzzle. (Those without end tiles count as already solved.)

Whenever a piece or a stack *enters* a page by crossing the border between two pages, you place all the pieces according to the placement markings.

Whenever a piece/stack *exits* a page, you remove all the pieces that were left behind and put them back into reserve.

N. RESETTING

A puzzle is solved as soon as all of its end tiles are occupied by the correct pieces standing still, even if you then reset it.

It is allowed to resolve puzzles with alternate paths to fulfill different objectives.

O. INFINITE SLIDING

Whenever a piece or a stack slides vertically in an unobstructed column, it slides infinitely. This means that you can't continue solving and must reset the puzzle.

P. PLACEMENT

If there are more placement markings available than there are pieces in the reserve, or if placement markings overlap, you choose which placements to skip.

If a piece or a stack enters a puzzle and stops on a placement marking, you skip that placement.

Q. PLACEMENT TIMING

When a piece/stack enters a page, you first finish moving it. Only after it stops, you place all the other pieces according to the markings.

R. HERD TRAVERSAL

Herds are too big to cross page borders, either vertically or horizontally. They treat them as obstacles.

CHAPTER II

Note that if a Shepherd is stacked on a Herd, it can still jump off over the page border to another page or to vertically traverse

S. GRID SIZES

Pages can have differently sized grids. If two pages with different grid sizes are adjacent, it's your choice which of the connections between tiles adjacent across the page borders are in use. You can change your choice at any time.

X. THE SECRET

The following text spoils the main secret of the game. Continue when you know what the True Land is, but don't understand the intricacies. Note that all numbered puzzles can still be solved by optimal solutions listed in the "Solutions" section, even with the True Land in effect.

Each tile in the world of Herdy Sheepy is a page in a book. Each page is a puzzle, and to solve a puzzle, you need to bring sheep to their pastures. Pastures are marked with numbers, and you need to bring the right number of sheep to each pasture. Sheep are very picky about their company, and they refuse to enter pastures with the wrong number of sheep. Sheep also refuse to enter pastures that are already occupied by the right number of sheep. Sheep are also very picky about their paths, and they refuse to walk on paths that are not the right size. Sheep also refuse to walk on paths that are not connected to their pastures. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material that is not the right smell. 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Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material that is not the right smell that is not the right sound that is not the right taste that is not the right temperature that is not the right mood that is not the right weather that is not the right time that is not the right day that is not the right year that is not the right century that is not the right millennium that is not the right era that is not the right eon that is not the right universe that is not the right multiverse that is not the right dimension. 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Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material that is not the right smell that is not the right sound that is not the right taste that is not the right temperature that is not the right mood that is not the right weather that is not the right time that is not the right day that is not the right year that is not the right century that is not the right millennium that is not the right era that is not the right eon that is not the right universe that is not the right multiverse that is not the right dimension that is not the right reality that is not the right fantasy that is not the right dream that is not the right nightmare that is not the right vision that is not the right hallucination that is not the right delusion that is not the right illusion that is not the right figment that is not the right imagination that is not the right creation that is not the right invention. 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Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material that is not the right smell that is not the right sound that is not the right taste that is not the right temperature that is not the right mood that is not the right weather that is not the right time that is not the right day that is not the right year that is not the right century that is not the right millennium that is not the right era that is not the right eon that is not the right universe that is not the right multiverse that is not the right dimension that is not the right reality that is not the right fantasy that is not the right dream that is not the right nightmare that is not the right vision that is not the right hallucination that is not the right delusion that is not the right illusion that is not the right figment that is not the right imagination that is not the right creation that is not the right invention that is not the right discovery that is not the right revelation. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material that is not the right smell that is not the right sound that is not the right taste that is not the right temperature that is not the right mood that is not the right weather that is not the right time that is not the right day that is not the right year that is not the right century that is not the right millennium that is not the right era that is not the right eon that is not the right universe that is not the right multiverse that is not the right dimension that is not the right reality that is not the right fantasy that is not the right dream that is not the right nightmare that is not the right vision that is not the right hallucination that is not the right delusion that is not the right illusion that is not the right figment that is not the right imagination that is not the right creation that is not the right invention that is not the right discovery that is not the right revelation that is not the right epiphany. Sheep also refuse to walk on paths that are not connected to their pastures by a straight line that is not blocked by a wall or a hole that is not occupied by a sheep that is not going to their pasture that is not the right size that is not the right number that is not the right color that is not the right shape that is not the right texture that is not the right material that is not the right smell that is not the right sound that is not the right taste that is not the right temperature that is not the right mood that is not the right weather that is not the right time that is not the right day that is not the right year that is not the right century that is not the right millennium that is not the right era that is not the right eon that is not the right universe that is not the right multiverse that is not the right dimension that is not the right reality that is not the right fantasy that is not the right dream that is not the right nightmare that is not the right vision that is not the right hallucination that is not the right delusion that is not the right illusion that is not the right figment that is not the right imagination that is not the right creation that is not the right invention that is not the right discovery that is not the right revelation that is not the right epiphany that is not the right eureka moment.

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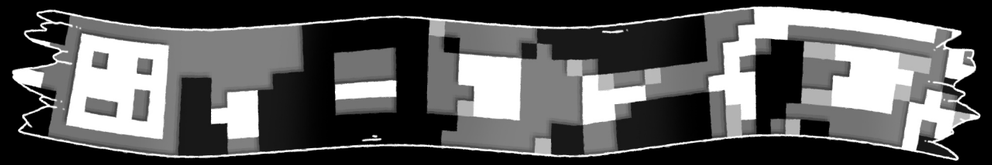
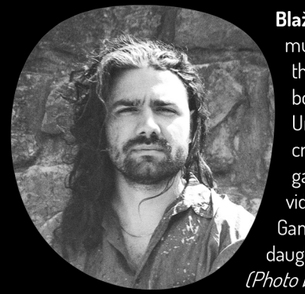
Once you see the
True Land...





Blaž Urban Gracar (1991) is a Slovenian creator, active in multiple fields. He composes award-winning music for theatre and film, publishes prose, poetry and comic books, animates short films and designs puzzle games. Under the Letibus Design name, he released two critically-acclaimed puzzle books LOK and Abdec, card game All Is Bomb and co-developed the puzzle videogame LOK Digital (with Raindrinker of Icedrop Games). He lives by the sea with his partner, her daughter, two cats, a dog and a turtle.

(Photo by: Darko Herič)

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